ACM Programming Challenges Lab

Exercise 1 – *Sudoku*

This one is easy: write a program to tell if the given Sudoku puzzle has a solution. If you don't know the rules of Sudoku, consult `http://en.wikipedia.org/wiki/Sudoku`.

Input   The first line of the input contains the number of test cases $t \leq 50$. Every test case consists of a Sudoku puzzle specified in the following format: there are 9 lines of nine symbols each (separated by spaces). Each symbol corresponds to the contents of a cell in the Sudoku puzzle, where ? indicates that the corresponding cell is empty.

Output   For every test case you should output a single line. If the Sudoku puzzle has a solution, the line should contain the single symbol 1, otherwise it should contain only 0.

Sample Input
```
1
5 6 8 3 7 1 4 9 2
9 1 2 4 8 5 3 6 7
4 3 7 6 9 2 5 1 8
1 2 4 ? ? ? 7 3 9
7 5 6 ? ? ? 2 8 1
8 9 3 ? ? ? 6 4 5
6 7 9 1 2 4 8 5 3
3 8 5 7 6 9 1 2 4
2 4 1 5 3 8 9 7 6
```

Sample Output
```
1
```