Individual Summary

Ryan Grady

CS172-2 Final Project

1. I used several key concepts from class lectures and homework to design this final project. The first concept is recursion, which was used to solve the Sudoku puzzles. The second is object-oriented programming which I used as the structure for my Sudoku puzzle. The third concept is file input/output which was implemented as a problem and solution delivery system.
2. The question reads: “What concept(s) from class were made more”… I’m not sure what that means.
3. I needed to learn more about recursion with Boolean functions and spend some time researching random access iterators in file i/o.
4. I was surprised that while the solving algorithm was hard to create, the puzzle generation algorithm was actually harder to create because it requires a more complete understanding of the rules involved.
5. I would spend more time researching algorithms for solving this problem. I was worried about time and so I spent the majority of my time developing the first solution I came across, instead of searching for the best solution.
6. In version 2, I would spend more time working on input/output features, such as a step-by-step solution tutor.