Final Project Part 1

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My final project will be a sudoku solver that will upload a structured file that will include an unsolved sudoku puzzle (with 0's as blank spaces) and will store that data in the google app engine's (cloud storage) datastore.

The asynch computation will be to solve the sudoku puzzle and output the computation based on a key that we use from the client. I have two options that I haven't chosen between yet:

1. It will solve it when the the file is uploaded, and then when they click that they want to see the answer that's when it will be delivered.
2. I could also upload the string into the database and then when they query for the answer I could solve it then.

It's just a matter of speed. I think the former plan is much faster, but it doesn't quite meet your criteria. I'll also delete old sudoku's with a cron job.

The gae will respond to an http get request and will return a json object from the REST api that I will use in gae (which is the cool cloud based api), and I will decode the json on the client side.

The cool features are the REST api that I will implement in GAE and the hardware based API will be gestures to reload the page, and a gesture to send the data (with optional buttons as well).