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Question 1

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Question 1

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What should go in the ... in the template for the `solved?` function?

```
;; Board -> Boolean
;; produce true if board is solved
;; ASSUME: board is valid, so it is solved if it is full
(check-expect (solved? BD1) false)
(check-expect (solved? BD2) false)
(check-expect (solved? BD4s) true)

(define (solved? bd) false) ;stub

(define (solved? bd)
  (andmap ... bd))
```

☐ boolean?☒ number?☐ true☐ 0

Explanation

A board is full if every element is a number, so the predicate `number?` should be passed to `andmap`.[Submit](#)[Show Answer](#)

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