**NUMBRIX**

This program solves Numbrix in Allegro CL.

**Requirements:**

* Allegro CL 9.0

**How to run using Allegro CL:**

* Open Allegro CL and go to the Listener Window.
* Open file using (setq infile (open “path\\numbrix.lsp” :direction :input))
* Load the file using (load infile)
* To run the program, type (numbrix)

There are two boards: 3x3 and 8x8. Both the boards are coded in ‘project.lsp’.

(1,1) of the board is the lower left corner. Moving towards the right, the column number increases. Moving up, the row number increases.

Board positions:

(n,1) (n,2) ….. (n,n)

. . . .

. . . .

(2,1) . . (2,n)

(1,1) (1,2) ….. (1,n)

**Input to be given by the user:**

Three values must be entered by the user to play this game: the row and column values of the cell; and the number to be stored in that cell.

For example,

Enter row, column and number: 2 3 4

Here, 2, 3 and 4 are row value, column value and the number to be filled respectively.

Once a user makes a move, it cannot be changed.