Given :- Algo (Problem) where Algo solves ~~atleast~~ 2 ~~not~~ possible solution do find a given Problem of sudoku.

Input :- Nil

Output :- A random sudoku problem that has only 1 unique solution of highest possible difficulty (least no of spaces filled).

Pseudocode :-

```
Problem := blank / nil.
SudokuSolver (Problem)
while (SudokuSolver. Solutioncount != 1)
{
    Randomly select a location and value to fill on the problem board.
    If the selected value is compatible on the problem board (row/colm/subsquare)
    {
        SudokuSolver (Problem)
    }
    if SudokuSolver. Solutioncount == 0:
    {
        Rollback the recently filled value in Problem
    }.
}
Return (Problem).
```