SUDOKU SOLVER

This **Python** based SUDOKU Solver is basically made up of 3 Modules:-

1. I/0 Handling :

File Handling:-

The Program basically imports the **csv module** and uses the reader method to fetch the data from the file using a **tkFileDialog module** to select the file whose data will be imported.

User Input:-

It basically uses the **tkSimpleDialog Module** for generating a simple Dialog Box to take the Input from the GUI itself.

1. GUI Module: The program basically uses the **Tkinter Module** to make the frames , buttons for the SUDOKU and to hook events using the command attribute to the buttons.
2. SUDOKU Solver: The program basically implies row, column, box constraint to solve the SUDOKU

It first fill the Empty cells by applying the constraints and then Backtracks recursively with the Allowed Domain for each Empty Cell to check , if it has got a solution or not ..

If Yes , it stops the process and returns true else it continues to try more Permutations of the board until it has tried all the permutations