

Puzzle 1:

Sudoku Application

CSC 479A - Introduction to Artificial Intelligence

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Program: BS Computer Science

	C1	C2	C3	C4	C5	C6	C7	C8	C9
R1	7	9					3		
R2						6	9		
R3	8				3			7	6
R4						5			2
R5			5	4	1	8	7		
R6	4			7					
R7	6	1			9				8
R8			2	3					
R9			9					5	4

Load Game: 

Sudoku ...

Load

Game Mode:

Options:

Start Game

End Game

Single Step

Auto Play Mode

No columns in table

## Solution 1:

**Sudoku Application**  
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	C1	C2	C3	C4	C5	C6	C7	C8	C9
R1	7	9	6	8	5	4	3	2	1
R2	2	4	3	1	7	6	9	8	5
R3	8	5	1	2	3	9	4	7	6
R4	1	3	7	9	6	5	8	4	2
R5	9	2	5	4	1	8	7	6	3
R6	4	6	8	7	2	3	5	1	9
R7	6	1	4	5	9	7	2	3	8
R8	5	8	2	3	4	1	6	9	7
R9	3	7	9	6	8	2	1	5	4

Load Game:

Game Mode:

Options:

#	Cell	Value	C	Remaining Values	Used Values	Usable
32	R4C5	6	0	6	false	
31	R4C4	9	0	9	false	
50	R6C5	2	0	2	false	
51	R6C6	3	0	3	false	

## Puzzle 2:

[illegible]

Solution 2:

Sudoku Application

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	C1	C2	C3	C4	C5	C6	C7	C8	C9
R1	5	1	9	7	4	8	6	3	2
R2	7	8	3	6	5	2	4	1	9
R3	4	2	6	1	3	9	8	7	5
R4	3	5	7	9	8	6	2	4	1
R5	2	6	4	3	1	7	5	9	8
R6	1	9	8	5	2	4	3	6	7
R7	9	7	5	8	6	3	1	2	4
R8	8	3	2	4	9	1	7	5	6
R9	6	4	1	2	7	5	9	8	3

Load Game: 

Sudoku ...

Load

Start Game

End Game

Single Step

Auto Play Mode

Game Mode: 

Minimum Remainin...

Options: 

3

#	Cell	Value	C	Remaining Values	Used Values	Usable
33	R4C6	6	0		6	false
15	R2C6	2	0		2	false
40	R5C4	3	0		3	false
37	R5C1	2	0		2	false