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## TrackCode:SD

## Task3:Implement a Sudoku Solver

```
1 def print board(board):
      for i in range(len(board)):
          if i % 3 == 0 and i != 0:
3
               print("- - - - - - -
 4
5
 6
          for j in range(len(board[0])):
               if j % 3 == 0 and j != 0:
8
                   print(" | ", end="")
9
10
               if j == 8:
11
                  print(board[i][j])
12
               else:
                  print(str(board[i][j]) + " ", end="")
13
14
15 def find_empty_location(board):
16
       for row in range(len(board)):
17
          for col in range(len(board[0])):
               if board[row][col] == 0:
18
19
                   return (row, col)
20
      return None
21
22 def is_valid(board, num, pos):
23
      # Check row
24
       for i in range(len(board[0])):
25
          if board[pos[0]][i] == num and pos[1] != i:
               return False
26
27
      # Check column
28
29
       for i in range(len(board)):
          if board[i][pos[1]] == num and <math>pos[0] != i:
30
               return False
31
32
      # Check 3x3 box
33
34
      box_x = pos[1] // 3
      box_y = pos[0] // 3
35
36
       for i in range(box_y * 3, box_y * 3 + 3):
37
38
           for j in range(box_x * 3, box_x * 3 + 3):
39
               if board[i][j] == num and (i, j) != pos:
40
                   return False
41
42
       return True
43
44 def solve_sudoku(board):
      find = find_empty_location(board)
45
       if not find:
46
47
          return True
48
       else:
49
          row, col = find
50
51
       for i in range(1, 10):
          if is_valid(board, i, (row, col)):
52
53
              board[row][col] = i
54
55
               if solve_sudoku(board):
56
                   return True
57
58
               board[row][col] = 0
59
60
      return False
61
62 # Example usage:
63 if __name__ == "__main__":
64
       # Example board to solve
      board = [
65
          [5, 3, 0, 0, 7, 0, 0, 0, 0],
66
67
           [6, 0, 0, 1, 9, 5, 0, 0, 0],
68
           [0, 9, 8, 0, 0, 0, 0, 6, 0],
           [8, 0, 0, 0, 6, 0, 0, 0, 3],
```

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```
[4, 0, 0, 0, 0, 5, 0, 1],
10
71
            [7, 0, 0, 0, 2, 0, 0, 0, 6],
72
            [0, 6, 0, 0, 0, 0, 2, 8, 0],
73
            [0, 0, 0, 4, 1, 9, 0, 0, 5],
74
            [0, 0, 0, 0, 8, 0, 0, 7, 9]
75
       ]
76
77
       print("Sudoku board to solve:")
78
       print_board(board)
79
80
       if solve_sudoku(board):
81
            print("\nSolution:")
82
            print_board(board)
83
       else:
            print("\nNo solution exists.")
84
85
\overline{\Rightarrow}
    Sudoku board to solve:
     5 3 0 | 0 7 0 | 0 0 0
     6 0 0 | 1 9 5 | 0 0 0
0 9 8 | 0 0 0 | 0 6 0
     8 0 0 | 0 6 0 | 0 0 3
4 0 0 | 8 0 3 | 0 0 1
     700 | 020 | 006
     060 | 000 | 280
     0 0 0 | 4 1 9 | 0 0 5
0 0 0 | 0 8 0 | 0 7 9
     Solution:
     5 3 4 | 6 7 8 | 9 1 2
     672 | 195 | 348
     1 9 8 | 3 4 2 | 5 6 7
     8 5 9 | 7 6 1 | 4 2 3
     4 2 6 | 8 5 3 | 7 9 1
7 1 3 | 9 2 4 | 8 5 6
     9 6 1 | 5 3 7 | 2 8 4
2 8 7 | 4 1 9 | 6 3 5
3 4 5 | 2 8 6 | 1 7 9
```