

Solver.

Receive PUZZLE

find ~~any~~ first empty cell

(if no empties, True(solved))

Try 1-9 in cell & see if ~~it~~ ~~white~~ white with  
fits (use isValid)?

If 1-9 is valid, then update value, then

~~RECURR~~ RECURR on next empty cell

(if No values fit next empty cell, the  
set ~~prev~~ ~~current~~ the pre-recursion cell  
to zero, & try next (from 1 to 2, 2 to 3 etc))

If Solver = True.

Then ~~use~~ run solver but change:

start value?

start empty?

DB stats:

<del>Key</del> <del>General</del> Solution		Puzzles		General	
Key	runtime	tries of while	runtime	tries	Run Date

Overall  
+ runtime ~~time~~