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

69 [8, 0, 0, 0, 6, 0, 0, 0, 3],

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7/20/24, 6:27 PM
                   ..
[4, 0, 0, 8, 0, 3, 0, 0, 1],
     70
     71
                   [7, 0, 0, 0, 2, 0, 0, 0, 6],
                  [0, 6, 0, 0, 0, 0, 2, 8, 0],
     72
                  [0, 0, 0, 4, 1, 9, 0, 0, 5],
     73
                  [0, 0, 0, 0, 8, 0, 0, 7, 9]
     74
     75
             ]
     76
     77
             print("Sudoku board to solve:")
             print_board(board)
     78
     79
     80
             if solve_sudoku(board):
     81
                  print("\nSolution:")
                  print_board(board)
     82
     83
             else:
     84
                  print("\nNo solution exists.")
     85
     ∓*
           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
           800 | 060 | 003
           4 0 0 | 8 0 3 | 0 0 1
7 0 0 | 0 2 0 | 0 0 6
          0 6 0 | 0 0 0 | 2 8 0
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
6 7 2 | 1 9 5 | 3 4 8
           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
```