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Bug Summary

File: Puzzle.cpp

Warning: [line 233, column 4](#)

Value stored to 'j' is never read

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Annotated Source Code

```
1  //Sudoku puzzle solver class
2  //Reference: http://web.cs.ucla.edu/~tianyi.zhang/tutorial.html
3
4  #include <iostream>
5  #include <vector>
6  #include <fstream>
7  #include <string>
8  #include <cstdlib>
9  #include "Puzzle.h"
10
11 using namespace std;
12
13 //Constructor
14 Puzzle::Puzzle(char* filename)
15 {
16     //declare object and open file
17     ifstream inSudokuFile(filename);
18     // If it did not open
19     if(!inSudokuFile)
20     {
21         cerr << "File could not be opened" << endl;
22         exit(1);
23     }
24
25     int number;
26     vector<int> row;
27     //read in file
28     while(inSudokuFile>>number)
29     {
30         if(number >= 0 && number < 10) //if it's a number
31         {
32             row.push_back(number); //put number in a row
33             if(row.size() == 9)
34             {
35                 board.push_back(row); //push whole row
36                 row.erase(row.begin(), row.end());
37             }
38             if(board.size() == 9) break; //break once filled
39         }
40     }
41     //close file
42     inSudokuFile.close();
43
44     vector< vector<int> > grid;
45
46     //initialize possible values
47     int i,j,k;
48     for(i = 0; i < 9; i++)
49     {
```

```

50     for(j = 0;j < 9;j++)
51     {
52         for(k = 0;k < 9;k++)
53         {
54             row.push_back(1);//set 1 is possible
55         }
56         grid.push_back(row);//push a row
57     }
58     possible.push_back(grid);//push whole grid
59 }
60 }
61
62 void Puzzle::solve()
63 {
64
65
66     int i,j,k,l,m,numpossible,newval,z,col,row;
67
68     //Set filled values to all 2's in possible
69     for(i = 0;i < 9;i++)//i is row
70     {
71         for(j = 0;j < 9;j++)//j is column
72         {
73             if((board[i][j]) != 0)//if there is already a value set possible to 2
74             {
75                 for(k = 0;k < 9;k++)//k is value
76                 {
77                     possible[i][j][k] = 2;//two means cell is filled
78                 }
79             }
80         }
81     }
82
83     //Loop and fill values
84     while(!done())//loop until solved
85     {
86         updatePossible();
87
88         //find and fill location that have only one possible value
89         for(i = 0;i < 9;i++)//i is row
90         {
91             for(j = 0;j < 9;j++)//j is column
92             {
93                 if(possible[i][j][0] == 2) continue;//if full skip value
94                 numpossible = 0;
95                 for(k = 0;k < 9;k++)//k+1 is value
96                 {
97                     if(possible[i][j][k] == 1)
98                     {
99                         numpossible++;
100                         newval = k+1;//if a number is possible store its value in newval
101                     }
102                     if(numpossible > 1) break;
103                 }
104                 if(numpossible == 1)
105                 {
106                     fill(newval,i,j);//call fill to insert only possible value
107                 }
108             }
109         }
110     }
111

```

```

112 //search columns for only one possible spot for a particular number
113 for(i = 0;i < 9;i++)//i is row
114 {
115     for(k = 0;k < 9;k++)//k+1 is value
116     {
117         numpossible=0;
118         for(j = 0;j < 9;j++)//j is column
119         {
120             if(board[i][j] == k+1) break;//value in column already skip to next value
121             if(possible[i][j][k] == 1)
122             {
123                 numpossible++;
124                 col = j;
125             }
126             if(numpossible >1) break;//call fill to insert value
127         }
128         if(numpossible ==1)
129         {
130             //cout<<"column search: ";
131             fill(k+1,i,col);
132         }
133     }
134 }
135
136 //search rows for only one possible spot for a particular number
137 for(j = 0;j < 9;j++)//j is column
138 {
139     for(k = 0;k < 9;k++)//k+1 is value
140     {
141         numpossible=0;
142         for(i = 0;i < 9;i++)//i is row
143         {
144             if(board[i][j] == k+1) break;//value in column already skip to next value
145             if(possible[i][j][k] == 1)
146             {
147                 numpossible++;
148                 row=i;
149             }
150             if(numpossible > 1) break;
151         }
152         if(numpossible == 1) //if only one possible position
153         {
154             //cout<<"for column search: \n";
155             fill(k+1,row,j);//call fill to insert value
156         }
157     }
158 }
159
160 //search blocks only one possible spot for a particular number
161 for(i = 0;i < 9;i+=3)//i is row
162 {
163     for(j = 0;j < 9;j+=3)//j is column
164     {
165         for(k = 0;k < 9;k++)//k+1 is value
166         {
167             numpossible = 0;
168             for(l = 0;l < 3;l++)//l is row
169             {
170                 for(m = 0;m < 3;m++)//m is column
171                 {
172                     //cout<<"checking location:"<<i+1<<","<<j+m<< for a "<<k+1<<endl;
173                     if(board[i+1][j+m] == k+1) break;//value in block already skip to next value

```

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174         if(possible[i+1][j+m][k] == 1)
175         {
176             numpossible++;
177             row = i+1;
178             col = j+m;
179             //cout<<"Numpossible incremeneted for "<<k+1<<" at "<<row<<","<<col<<endl;
180         }
181         if(numpossible > 1) break;
182     }
183     if(board[i+1][j+m] == k+1) break;//break out of second loop
184     if(numpossible>1) break;
185 }
186 if(numpossible == 1)//if only one possible position
187 {
188     //cout<<endl<<"from block search: "<<endl;
189     fill(k+1,row,col);//insert value in correct location in block
190 }
191 }
192 }
193 }
194
195
196 }
197
198 }
199
200 void Puzzle::print()
201 {
202     int i,j,k;
203
204     for(i = 0;i < 9;i++)//i is row
205     {
206         for(j = 0;j < 9;j++)//j is column
207         {
208             cout<<board[i][j] << " ";//value then space
209             if((j+1) %3 == 0)
210             {
211                 cout << " ";//extra space between blocks
212             }
213         }
214         cout << endl;
215         if((i+1) % 3 == 0)
216         {
217             if(i == 0){
218                 j = j/i;
219             }
220             for(j = 0;j < 9;j++)
221             {
222                 cout<< " ";//extra space between blocks
223             }
224             cout << endl;
225         }
226     }
227 }
228
229
230 void Puzzle::print3()//prints possible values 3d vector
231 {
232     int i,j,k;
233     j = k/0;

```

Value stored to 'j' is never read

```

234     for(i = 0; i < 9; i++)
235     {
236         for(j = 0; j < 9; j++)
237         {
238             for(k = 0; k < 9; k++)
239             {
240                 cout << possible[i][j][k];
241             }
242             cout << " ";
243         }
244         cout << endl << endl;
245     }
246
247 }
248
249 void Puzzle::updatePossible()
250 {
251     int i, j, k, l, m;
252
253     for(i = 0; i < 9; i++) //i is row
254     {
255         for(j = 0; j < 9; j++) //j is column
256         {
257             for(k = 0; k < 9; k++) //k+1 is value
258             {
259                 if(possible[i][j][k] == 1) //if it is currently possible
260                 {
261                     for(l = 0; l < 9; l++) //l searches board row and column
262                     {
263                         if(l == j) continue; //if on the value don't do anything
264                         if( board[i][l] == (k+1) ) //check row for value
265                         {
266                             possible[i][j][k] = 0; //set to 0 for not possible
267                             break;
268                         }
269                         if(l == i) continue; //if on the value don't do anything
270                         if( board[l][j] == (k+1) ) //check column for value
271                         {
272                             possible[i][j][k] = 0; //set to 0 for not possible
273                             break;
274                         }
275                     }
276
277                     for(l = ( i/3)*3 ; l < ( i/3)*3+3 ; l++) //l is row
278                     {
279                         for(m = ( j/3)*3 ; m < ( j/3)*3+3 ; m++) // m is column
280                         {
281                             if(l == i && m == j) continue; //if on the actual value don't do anything
282                             if( board[l][m] == (k+1) )
283                             {
284                                 possible[i][j][k] = 0; //if a value is found in that 3x3 set not possible (0)
285                                 break;
286                             }
287                         }
288                     }
289                 }
290             }
291         }
292     }
293 }
294
295 }

```

```

296
297 void Puzzle::fill(int number, int row, int column)
298 {
299     int z;
300     board[row][column] = number;
301     //print3();
302
303     for(z = 0; z < 9; z++) //k is value
304     {
305         possible[row][column][z] = 2; //set all possible to 2 to mean filled
306     }
307     updatePossible();
308     //cout<<number<<" inserted at: "<<row<<","<<column <<endl;
309 }
310
311 int Puzzle::done()
312 {
313     int i,j;
314     for(i = 0; i < board.size(); i++)
315     {
316         for(j = 0; j < board[i].size() ; j++)
317         {
318             if(board[i][j] == 0) return 0; //if there is an empty value return not done(0)
319         }
320     }
321     return 1; //if it cycles through whole puzzle finding no empty return done(1)
322 }

```