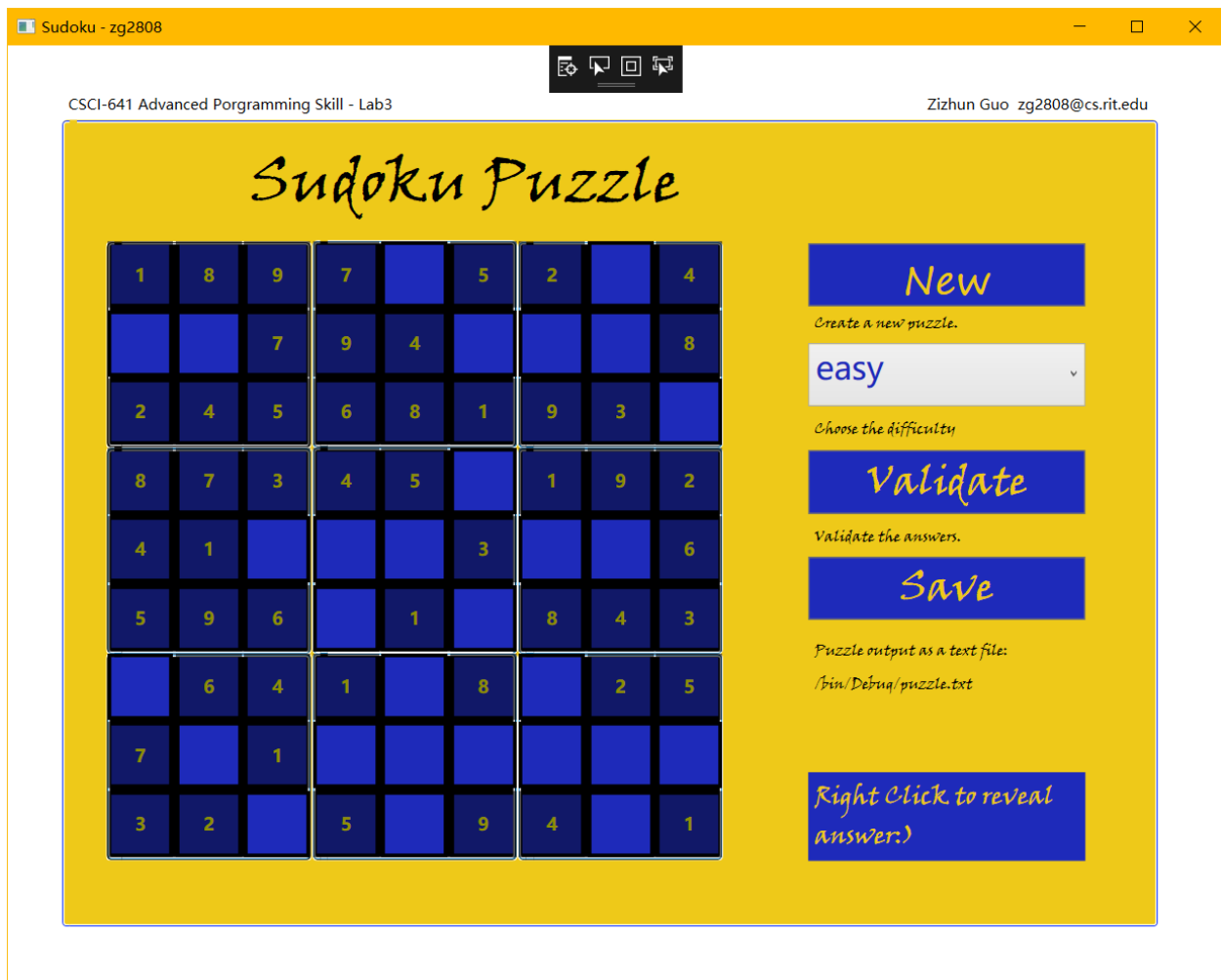# Advanced programming skill lab3 Readme

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App main window:

1. **New** Button works for creating the new puzzle based on the current difficulty.

2. Combo box here works for selecting the difficulty of puzzle.

easy

3. **Validate** works for checking if the puzzle is solved or not.

Validate

4. **Right click** the puzzle entry to reveal the answer.

5. The **Dark box** means the number is pre-assigned that cannot be change during the game. The **lighter box** is the place where player can assign their anticipated number.

6. The player can only assign the number **ranged from 1 -9**.

Have fun!

Project

The **sudoku-lab2** contains only the codes from lab 2 and is referenced by lab3, but the unique-solution generator algorithms are added on the same script file. **Sudoku-lab3** is the place where the main logic resides.

The project is implemented in **.Net Framework 4.72**.

The puzzle.txt can be found at ./bin/Debug