

ASHNA GAUR

ROLL NO- 140050087

CS101- PROJECT

MEET-1

OCTOBER 7, 2014

730PM

The basic purpose of this meet was to decide on the topic for the project.

Amongst various options like snakes and ladders, browser, Sudoku, tic-tac-toe, etc. all the team members zeroed in on Sudoku solver.

Also Saaranish Kulkarni was chosen as the leader by agreement of all the members of the team.

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MEET-2

OCTOBER 13, 2014

6:30pm-7:00pm

Preliminaries of projects were discussed.

Various solutions were discussed for the Sudoku solver.

The loop method was rejected and array method for coding of the solver was collectively agreed to be worked upon.

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MEET-3

OCTOBER14, 2014

830PM-10PM

Various aspects and features of the Sudoku solver were discussed. The program will consist of two parts- a Sudoku generator and a solver.

The Sudoku generator will give the user a chance to solve the Sudoku problem. The user shall be provided with a choice between 4x4, 9x9 and 16x16 Sudoku. There shall be a timer based on which points will be calculated. Also the user shall be able to check the entry whether it is correct or not. There should be a database containing the sample Sudokus based on difficulty level and high scores so as to provide user with some target high scores.

As for the solver part, along with the solver code, there should be a code to check whether the entered problem is valid or not.

A sample code for timer clock was checked which was successful.

Graphics were also discussed to make the the program user friendly.

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MEET-4

OCTOBER 16, 2014

9PM-930PM

Discussed the division of the work for the first stage of submission.

Diary Entry

October 17, 2014

Prepared the code for function `user_fill` which allows the user to make a choice for the difficulty level and give the inputs to solve the Sudoku generated.

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MEET-5

OCTOBER 18, 2014

9:00PM TO 10:15PM

The following things were discussed upon:

1. Graphics type- preferably e-z windows will be used because it is compatible with both windows and ubuntu.
2. Preparation of user manual
3. SRS documentation-document preparation was in process. Graphic user interface to be added in the document.
4. Algorithm for the solver

Meet-6

21th October, 2014

9pm-10:15pm

Discussions:

- 1) The coding for solver is done and tested
- 2) Pursued previous year sudoku problems and analysed their codes
- 3) Discussed EZ Windows graphic design and further its application.

MEET-7

Nov 4,2014

8:30pm-9:45pm

Discussions:

- 1) Functioning of EZ windows
- 2) Sample codes were tested
- 3) Viewed lecture videos for elementary graphics and coordinate based graphics followed by discussion
- 4) Advanced graphic events were left for future discussion.

Diary Entry

Nov 16,2014

Started reading the simplecpp commands for graphic inputs from the book by Abhiram G. Ranade.

Nov 19,2014

Studied codes containing graphic inputs to get an idea for using the commands.

Nov 20,2014

Made function USER_FILL to use generator

Nov21,2014

Installed codeblocks integrated with simplecpp and tried some cdes for creating a grid but the program could not be built.

Errors of undefined reference showed up which could not be resolved.

So shifted to computer room pc the next day and installed simplecpp package in one of the pc's and started coding there.

The codeblocks did not recognize simplecpp directory so after working it out for 2 hours had to reinstall it.

Finally it started working.

then the graphics commands were to be added to the main program but even after trying for 3 full days it could not be integrated as it was showing up errors of lost directory. Since these graphics could not be integrated, therefore the idea for graphics was dropped on last day due to lack of time.