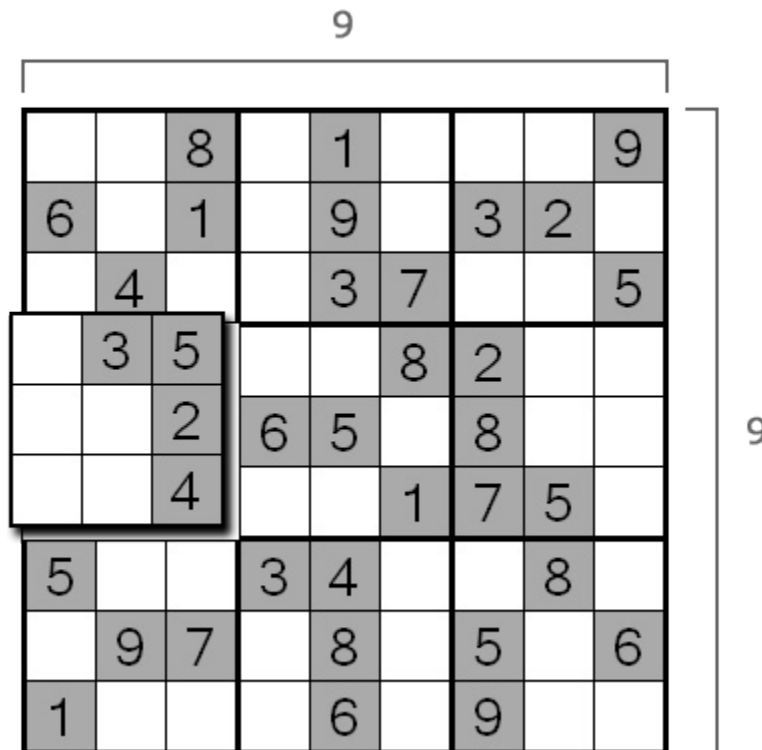# User Manual

Sudoku is played over a 9x9 grid, divided to 3x3 sub grids called "Boxes":

The Rules:

1. Number can appear only once on each row:

Allowed

| | 2 | 8 | | 1 | | | | 9 |

✔️

Not allowed

| | 1 | 8 | | 1 | | | | 9 |

❌

2. Number can appear only once on each column:

Allowed   Not allowed

| 9 |
| |
| 5 |
| |
| 3 | ✔️
| |
| |
| 6 |
| |

| 9 |
| |
| 5 |
| |
| 5 | ❌
| |
| |
| 6 |
| |

Allowed   Not allowed

INTERFACE

1. The user will see a 9x9 sudoku grid.

2. You may enter some elements ranging from 1-9 in the grid.

3. Enter a minimum of 17 numbers in order to get a unique solution to the sudoku problem.

4. You may click the check button to check if your inputs are in accordance with the rules of the game.

5. You may click the solve button to get a solution to your Sudoku problem.

__NOTE__ - The Sudoku will be uniquely solved only when the inputs are more than 17 and follow the rules of the game.

6. The user will notice all the Error Statements in a message box on the Right of the screen.

7. While filling in the Sudoku, the User can over write the numbers in the grids by simply entering the second choice after clicking on the box.

8. If the User enters a number in a particular box by mistake, then he/she can over-write on that box with Zero. Now the program will think of it as an Empty Grid.

9. In order to quit the User can simply click the Quit Button on the lower right of the screen.