

CS 101
PROJECT
USER MANUAL

Sudoku



Sudoku game checks the logical capabilities and analysing abilities.

We have divided our Sudoku game in two parts.

(1) Sudoku solved by user

(2) Sudoku Autosolver

General Rules:

- Sudoku consists of 9 rows, 9 columns and 9, 3×3 boxes.
- In Sudoku, each number from 1 to 9 appears exactly nine times; one in each row, column, and 3×3 box.
- This means that no number should be repeated in any row, column or 3×3 box.

(A) Sudoku solved by user :

In this part, we are providing two options for the user.

(a) Take Your Time

(b) Timer

For each of these options we have formulated the following directions.

(a) Take Your Time :

1. In this type, user is given a Sudoku puzzle according to the level of difficulty chosen by the user.
2. User is required to fill all the blank spaces in the grid as per the rules stated above taking as much time as he/she needs to complete it. It is then checked by the computer.
3. The User is known about the correctness of the Sudoku solved by him depending on the number of correct boxes he have filled .

(b) Timer :

1. In this type, the user is given a puzzle according to the level of difficulty chosen by the user.
2. For each level of difficulty a particular timer runs which acts like a countdown and it would be like minimum 300 seconds to solve a particular sudoku.
3. After the countdown is over, the computer checks the puzzle solved by the user and for each correct response of the user, a point is given and according to the number of points scored he knows how many of them he have filled correct and how many are wrong.

(B) Sudoku Autosolver :

1. The user is required to provide a Sudoku puzzle to the computer which may have more than one solutions. The computer solves it and displays the result which is checked by the user.
2. The user must fill some of the numbers taking into account the rules stated above i.e. no rows or columns or a box can have a number repeated and if it happens the program displays incorrect solution.

TEAM DETAILS

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