

CS 101 PROJECT

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Meet-1

OCTOBER 8, 2014

We decided the project topic on Facebook

Meet-2

OCTOBER 13, 2014

6:30PM-7:00PM

- Preliminaries of project were discussed
- Various solutions were discussed for the Sudoku solver
- The loop method was rejected and array method for using position of the number for checking in the solver was collectively agreed to be worked upon

Meet-3

OCTOBER 14, 2014

8:30PM-10:00PM

- Various aspects and features of the Sudoku solver were discussed. The programme 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 by himself. There shall be a timer based on which points will be calculated and use of hint will be provided with a penalty . Also the user shall be able to check whether the entry 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 programme user friendly

Meet-4

OCTOBER 16,2014

9:00PM TO 9:30PM

Decided how the work should be done for first stage of submission of project and work divided accordingly

Meet-5

OCTOBER 18,2014

9:00PM TO 10:15PM

The following things were discussed upon:

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

Meet-6

OCTOBER 19,2014

5:00PM TO 8:00PM

Worked on sample code for timer and solver

Meet-7

OCTOBER 21,2014

9:00PM TO 10:15PM

- The coding for solver is done and tested
- Perused previous year Sudoku problems and analyzed their codes
- Discussed EZ Windows graphic design and further its application.

Meet-8

NOVEMBER 4,2014

8:30PM TO 9:45PM

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

Meet-9

NOVEMBER 16,2014

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

NOVEMBER 19,2014

- Studied codes containing graphic inputs to get an idea for using the commands
- Decided not to continue with graphics and create a non graphics version of the Sudoku solver
- Completed non graphics version of the Sudoku solver
- Made pause and save option

NOVEMBER 21,2014

- Installed Code::Blocks integrated with simplecpp on Windows and tried some code for creating a grid but the program could not be built
- Errors of undefined reference showed up which could not be resolved
- Graphics could not be integrated, therefore the idea for graphics was dropped on last day due to lack of time
- Last changes made to Sudoku solver and generator
- SRS Documents and User Manual collected