

Simple Sudoku

Problem Description

For this assignment, you will be solving a simple Sudoku puzzle. Sudoku puzzles are 9 by 9 grids of numbers, with no repeating numbers in any row, column, or 3 by 3 section. In this assignment, your program will be tested with a Sudoku grid that has 80 of the 81 numbers filled in. There will be 1 number missing, which you must find and record in the grid.

Create a class called `SudokuSolver`. It should have one private field: a two dimensional array. Make sure this field is private.

Here are the static methods that your program should have:

- `SudokuSolver(String filename)` - Constructor. Calls the `getInput` method and passes the filename parameter to that method.
- `void solve()` - Finds the missing value, determines the missing value, and puts it into the grid.
- `void print()` - Prints the grid.

Submit your solution (the *.java file) via email to jcchurch@olemiss.edu by July 15, 2008. Your source code must contain the header information described in the Course Syllabus or points will be deducted. Programs that do not compile will not be graded.