IJARSCT



International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

Volume 2, Issue 7, May 2022

Sudoku Game

Gitesh Kharga, Ayush Ombale, Siddesh Shelke, Mrs Vijaya Chavan

Students, Department of Computer Technology
Lecturer, Department of Computer Technology
Bharti Vidyapeeth Institute of Technology, Navi Mumbai, India

Abstract: In today's world of hectic life people tend to use more phones and lose the ability of basic logical reasoning and do not do much brain related exercise due to which our project Sudoku Game is very important as it helps in logical reasoning and brain development.

Keywords: Game

III. CONCLUSION

I believe that through creating this Sudoku solver and generator, I have enhanced my programming abilities. This was arguably the largest programme I built in terms of time and lines of code. The code isn't of the finest quality, and there's a severe lack of documentation, but some of the project's concerns were fun to address. The gains of the "smart" approach over the naïve algorithm exhibited in the previous measurements were demonstrated by building the solver. Finally, I had the opportunity to take part in anything that could be regarded as minor.

DOI: 10.48175/568