

## lab08

```
$ gcc lab08.c
```

```
$ ./a.out < sa.dat
```

```
Solution 1:
```

```
3 6 1 | 2 9 4 | 7 8 5_  
9 2 8 | 3 7 5 | 1 4 6_  
5 7 4 | 1 6 8 | 2 3 9_  
-----|-----|-----  
7 3 2 | 8 1 6 | 9 5 4_  
4 8 9 | 7 5 3 | 6 2 1_  
1 5 6 | 4 2 9 | 8 7 3_  
-----|-----|-----  
6 9 3 | 5 8 2 | 4 1 7_  
8 1 5 | 6 4 7 | 3 9 2_  
2 4 7 | 9 3 1 | 5 6 8_
```

```
...
```

```
Solution 22:
```

```
3 6 1 | 7 9 4 | 2 8 5_  
9 2 8 | 3 5 1 | 7 4 6_  
5 7 4 | 6 8 2 | 1 3 9_  
-----|-----|-----  
7 3 2 | 8 1 6 | 9 5 4_  
4 8 9 | 5 7 3 | 6 2 1_  
1 5 6 | 4 2 9 | 8 7 3_  
-----|-----|-----  
6 9 7 | 2 3 5 | 4 1 8_  
8 4 5 | 1 6 7 | 3 9 2_  
2 1 3 | 9 4 8 | 5 6 7_
```

```
Total number of solution found: 22.
```

```
Total number of solutions found: 22.
```

```
utime: 0.049629
```

---

score: 82.0

- o. [Output] Program output is incorrect.
- o. [Coding] lab08.c spelling errors: Slolutions(1), column(1), demended(1), determin(1), downmost(1), requirment(1)
- o. [Format] Program format can be improved.

## lab08.c

```
1 // EE231002 Lob08. Finding Sudoku Sloutions
2 // 111060023, 黃柏霖
3 // 2022/11/14
4
5 #include <stdio.h>
6
7 #define N 9
8
9 int count = 0; // count found solution
10
11 // to solve sudoku
12 void solve_sudoku(int A[N][N], int row, int col);
13 // to determin what can be in A[i][j]
14 int check(int A[N][N], int i, int j, int num);
15 // print sudoku
16 void print_sudoku(int A[N][N]);
17
18 int main(void)
19 {
20     int i, j; // loop control
21     char tmp; // store char temporary
22     int M[N][N] = {0}; // the sudoku
23
24     for (i = 0; i < N; i++) { // read sodoku
25         for (j = 0; j < N; j++) {
26             scanf("%c ", &tmp); // store tmp
27             // store char to int, and transfer '.' to 0
28             M[i][j] = (tmp - '0' == '.' - '0') ? 0 : tmp - '0';
29         }
30     }
31     solve_sudoku(M, 0, 0); // solve sudoku
32     printf("Total number of solution found: %d.\n"
33           , count); // print what's demended
34           X,X count); // print what's demend
ed
    ', ' should not lead a line
34     return 0;
35 }
36
37 // to print sudoku
```

```

38 // int A[][]: the sudoku
39 // return nothing
40 void print_sudoku(int A[N][N])
41 {
42     int i, j;
43
44     // print sudoku as the requirment
45     for (i = 0; i < N; i++) {
46         printf(" ");
47         if (i == 3 || i == 6) printf("-----|-----|-----\n ");
48         for (j = 0; j < N; j++) {
49             if (j == 3 || j == 6) printf("| ");
50             printf("%d ", A[i][j]);
51         }
52         printf("\n");
53     }
54 }
55
56 // to solve sudoku, count solution, and print it
57 // int A[N][N]: the sudoku
58 //     row, col: the row and column of sudoku
59 // return nothing
60 void solve_sudoku(int A[N][N], int row, int col)
61 {
62     int i;
63
64     // find from up-left to down-right
65     // if not 0, don't fill in number
66     if (A[row][col] != 0) {
67         // found the right if it's still in sudoku
68         if (col < 8) solve_sudoku(A, row, col + 1);
69         // found the next row if it's still in sudoku
70         else if (row < 8) solve_sudoku(A, row + 1, 0);
71         // every position is searched
72         else {
73             count++; // new solution found
74
75             This line has more than 80 characters
76             printf("Solution %d:\n", count);
77             print_sudoku(A); // print sudoku
78         }
79     }
80 }

```

```

77     }
78     // if 0, then try which number can fill in
79     else {
80         for (i = 1; i <= N; i++) {
81             if (check(A, row, col, i)) {
82                 A[row][col] = i;                // try through 1 to 9
83                 // not searching to the rightmost yet
84                 if (col < 8) {
85                     solve_sudoku(A, row, col + 1);    // found the right
86                     A[row][col] = 0;                // trace back
87                 }
88                 // not searching to the downmost yet
89                 else if (row < 8) {
90                     solve_sudoku(A, row + 1, 0);    // found the next row
91                     A[row][col] = 0;                // trace back
92                 }
93                 // every position is searched
94                 else {
95                     count++;                        // new solution found
96                     printf("Solution %d:\n", count);
97                     print_sudoku(A);                // print sudoku
98                     A[row][col] = 0;                // trace back
99                 }
100            }
101        }
102    }
103 }
104
105 // to check whether the num can be put in A[row][col]
106 // int A[N][N]: the sudoku
107 //     row, col: the tow and column of sudoku
108 //     num: the number that is checking
109 // return whether num can be put in
110 int check(int A[N][N], int row, int col, int num)
111 {
112     int k;                // loop control
113     int cell_x0 = row / 3 * 3;    // the leftmost x of a cell
114     int cell_y0 = col / 3 * 3;    // the uppermost y of a cell
115
116     for (k = 0; k < N; k++) {
117         if (A[row][k] == num) return 0;    // check row

```

```
118     if (A[k][col] == num) return 0;           // check column
119     if (A[cell_x0 + k % 3][cell_y0 + k / 3] == num)
120         return 0;                             // check cell
121 }
122 return 1;                                     // num is available
123 }
```