

```
main.c
#include "sudoku.h"
main
grid
solution
init (grid, solution)
```

```
sudoku.c
#include "sudoku.h"
... fn prototypes
shuffle
```

```
sudoku.h
#ifndef SUDOKU_H
#define SUDOKU_H
....
#endif
```

fn prototypes

```
void init (int current [][9],
           int solution [][9]);
```