

main.c
main
draw

sudoku.c
shuffle

sudoku.h
* init
check-grid
* compare
solve-grid
fill-grid
* update

main

grid
solution

char response [10];

quit = 0

redraw = 1

init (grid, solution)

while (!quit) {

if (redraw)

draw (grid)

prompt user

fgets (response, sizeof (response), stdin)

if (response[0] == 'q')

quit = 1

print soln / thank

else row = response[0] - 'A'

if (!update (grid, row, col, val))

print invalid

redraw = 0

continue;

if (compare (grid, solution))

draw (grid)

print congrats

quit = 1

return

void shuffle (int shuffle_list [])

{ int i;

int tmp, rand_index;

for (i = 0; i < ...)

rand_index = (int) floor ((rand () / (float) RAND_MAX) * i)

update

int

fill grid w/ 0's
needed for

fill-grid (current)

copy solution to soln

attempts = 5

rand () / (float) RAND_MAX