

# Introduction to Computers and Engineering Problem Solving 1.00 / 1.001 Fall 2005

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## **Problem Set 9**

Due: 11AM, Friday December 09, 2005

**\*Note: No Late Submission Allowed for This Assignment!!!**

## **Soduko: Part 2 [100 points]**

In this problem set, you will be implementing the application you (and your partner if you had one) designed in Problem Set 8. You can choose one of the following approaches:

1. Implementing the application using your design. If you choose this approach, you are not strictly limited to the design you submitted. Design is an iterative process, and you are welcome to modify/improve your design if you wish.
2. Implementing the application using our design. We released our solution on Wednesday, November 23 at 1 AM.

Please note that, if you are working as a team, it is extremely important to divide the implementation tasks between you and your partner as soon as possible.

Clarification of task:

You **do not** need to have your program generate random Soduko boards. It is ok for you to generate them by hand. Your program **does** need to be capable of solving arbitrary Soduko boards.

Also, remember that there are some Soduko boards that have more than one solution. Your program only needs to find one of those solutions, and it does not have to detect if there are others.

### **Tips**

- Implementing an application is much easier if you develop it in small pieces.
- Test early and often, especially at the major milestones. If you think you have completed part of the application, test it programmatically and do not wait until you have coded the whole system.
- Start early. We expect that completing this problem set will take full two weeks for a team of two.

## Turn In Requirements for Problem Set 9

- If you work with a partner, you must include **both** of your names on your submission. If you have different TAs, be sure to write **both** TAs' names.
- Submit the problem set **only once** (either you or your partner can submit the assignment). Both you and your partner will get the same grade.

## Turn In

- Turn in **electronic** copies of **all source code** (`.java` files).
- Place a **comment** with your full name, MIT server username, tutorial section, TA's name (or names if you and your partner have different TAs), and assignment number at the beginning of all `.java` files in your solution.
- Remember to **comment your code**. Points will be taken off for insufficient comments.
- Place all of the files in your solution into a **single zip file**. Submit this single zip file under the appropriate section and problem set number.
- Your solution is **due at 11AM**. Your uploaded files should have a time stamp of no later than 11AM on the due date.
- **Do not** turn in compiled byte code (`.class` files) or backup source code (`.java~` files).

## Penalties

- **No Credit for Late Submissions** - Unlike earlier problem sets, there is no blanket exception that allows you to submit your assignment with a 30% penalty if you turn in your problem set **on the following Monday**. As always, anyone with a medical problem or other good reason for not being able to complete the assignment on time may request an extension by contacting his or her TA.