Jutge.org

The Virtual Learning Environment for Computer Programming

Sudoku P85062_en

Write a program in Python that, using the **optilog** library, solves a given sudoku.

In order to use the optilog library, the program has to include something like:

```
from optilog.solvers.sat import *
...
solver = Glucose41()
solver.add_clauses(...)
solver.solve()
solver.model()
```

Input

The input is a text (in the stdin) with numbers (between 1 and 9) in some cells, and dots "." in the empty cells. For instance, the text:

```
53..7....
6..195...
.98....6...3
4..8.3..1
7...2...6
.6....28...
...419..5
```

Output

The output is also a text (in the stdout) only with numbers between 1 and 9 that represents the solution. In this example:

```
534678912
672195348
198342567
859761423
426853791
713924856
961537284
287419635
345286179
```

If the problem has no solution, the output must be the sentence: **NO SOLUTION**If the problem has multiple solutions, the output must be the sentence: **MULTIPLE SOLUTIONS**

Sample input 1

537	
6195	
.986.	
863	
48.31	
726	
.628.	
4195	
879	

Sample output 1

Sample input 2

53		7	. 4
6.	.19	95.	
.9	8.		6.
8.	6	ó	.3
4.	. 8 .	.3.	.1
7.	2	2	.6
.6		2	8.
	. 41	19.	. 5
	8	3	79

Sample output 2

NO SOLUTION

Sample input 3

5	3	•	•	7	•	•	•	•
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8				

Sample output 3

MULTIPLE SOLUTIONS

Scoring

If your program is able to solve correctly sudokus with just one solution, the score will be 5. If additionally, you detect unsolvable problems, you will get 2 additional points, and 3 more if you can detect problems with multiple solutions.

Problem information

Author: Jordi Levy

Generation: 2024-05-03 00:47:28

© *Jutge.org*, 2006–2024. https://jutge.org