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The Virtual Learning Environment for Computer Programming

Sudoku X69773_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.
8...6...3
4..8.3..1
7...2...6
.6...28.
...419..5
....8..79
```

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

5374
6195
.986.
863
48.31
726
.628.
4195
879

Sample output 2

NO SOLUTION

Sample input 3

53		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

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