

ETGG4803

Lab8: **Constraint-based programming**

Points: **40**

Assigned: **11/21/2017**

Due: **Batch 3 (12/7/2017 by 5pm)**

Tasks:

1. Sudoku-solver
 - a. **(25 points)** Implement a Sudoku-solver. To get full points, don't do the brute-force – eliminate variables from each unknown's domain and only if necessary do some back-tracking.
 - b. **(15 points)** Visualize the solving somehow (ASCII is OK) – don't just show the complete puzzle. Show it as it goes (8 for ASCII, 15 for more graphically)
2. **(20 points)** Verlet-physics: set up an interesting scene. allow the user to grab points.