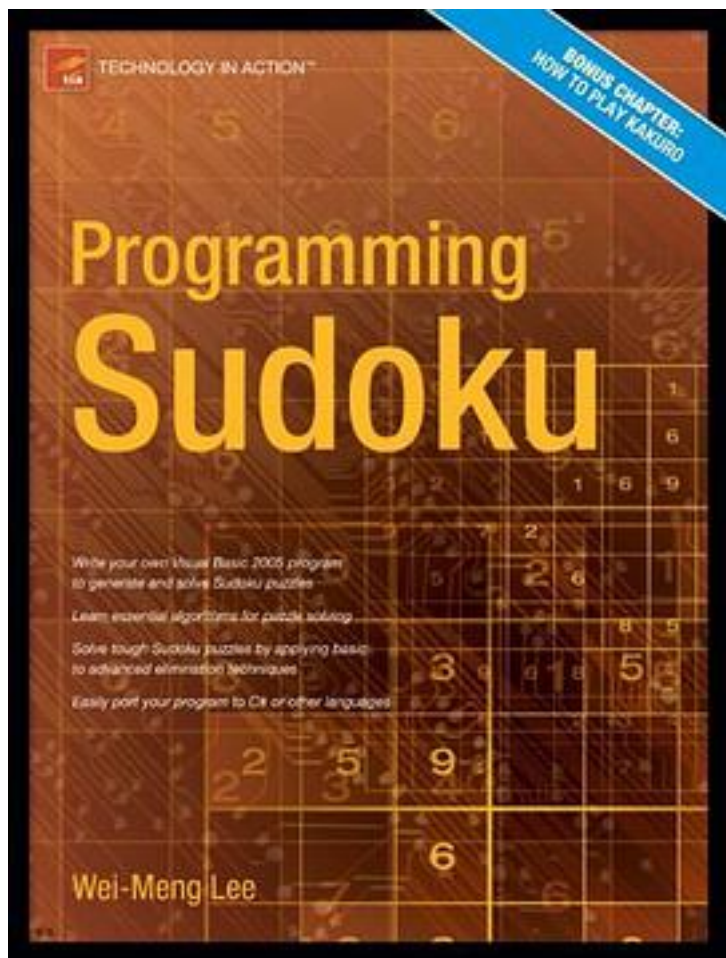


# Programming Sudoku (Technology in Action)



[Programming Sudoku \(Technology in Action\) 下载链接1](#)

著者:Wei-Meng Lee

出版者:Apress

出版时间:2006-03-16

装帧:Paperback

isbn:9781590596623

Sudoku is the wildly popular new puzzle game. Sudoku puzzles are 9x9 grids, and each square in the grid consists of a 3x3 subgrid called a region. Your goal is to fill in the squares so that each column, row, and region contains the numbers 1 through 9

exactly once. And some squares already contain numbers or symbols, which lend clues toward the solution.</p>

Programming Sudoku provides you with great approaches to building and solving Sudoku and other similar puzzles. Using ingenious artificial intelligence and game theory techniques, you'll learn how to get a computer to solve these puzzles for you.</p>

This is a fun, intriguing read whether you're a novice or advanced programmer. It acknowledges the.NET platform as a base, but you'll find this book interesting whatever your programming background. The core techniques in the book enable you to solve Sudoku on any programming platform.</p>

作者介绍:

目录:

[Programming Sudoku \(Technology in Action\) 下载链接1](#)

标签

数独

programming

编程

soduko

评论

啰嗦

-----  
那年MCM...

-----  
[Programming Sudoku \(Technology in Action\) 下载链接1](#)

书评

-----  
[Programming Sudoku \(Technology in Action\) 下载链接1](#)