

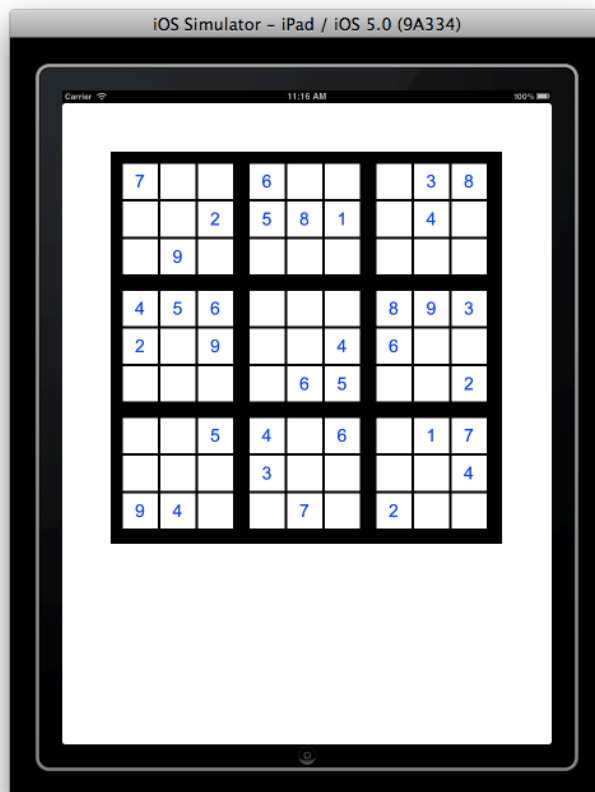
This assignment is due at the start of class on Tuesday, Jan. 29. You will develop your first Sudoku prototype with a partner using pair programming.

Definition:

A sudoku grid is *valid* if it has a unique solution. Otherwise it is *invalid*.

1) Complete the online tutorial at <http://www.cs.hmc.edu/courses/2013/spring/cs121/tutorials/tutorial2.pdf>

2) Create a new project called Sudoku.v1. Your app should be a single-view iPad app. When creating the project check the box labeled Automatic Reference Counting. Your app should display a valid Sudoku grid, similar to the one below.



When a cell is pressed you should write a message to the console as in the tutorial.

Your grid class should store the cells (buttons) in an NSMutableArray. Refer to online documentation for details on those.

I'd suggest you store the initial values of your Sudoku grid in a C-style array.