

Assignment Eleven – Expected Program Behavior for Running the Sudoku TreeSet

Expected Program Running Behaviors (file list and output will vary):

run:

Welcome to the Sudoku Solution Helper Program 1.0!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
 2. Display Remaining Moves For A Cell
 3. Generate Solution Help
 4. Load Puzzle
 5. Test Sudoku Board and Solution Helper
 6. Run Playground
 7. Quit Program
-

Enter menu selection (1 - 7): 1

ERROR: No File Loaded!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
 2. Display Remaining Moves For A Cell
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 4. Load Puzzle
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 7. Quit Program
-

Enter menu selection (1 - 7): 2

ERROR: No File Loaded!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
 2. Display Remaining Moves For A Cell
 3. Generate Solution Help
 4. Load Puzzle

5. Test Sudoku Board and Solution Helper
6. Run Playground
7. Quit Program

Enter menu selection (1 - 7): 3

ERROR: No File Loaded!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
 2. Display Remaining Moves For A Cell
 3. Generate Solution Help
 4. Load Puzzle
 5. Test Sudoku Board and Solution Helper
 6. Run Playground
 7. Quit Program
-

Enter menu selection (1 - 7): 4

Listing Input Directory Contents

-
1. puzzle4x4.txt
 2. puzzle9x9.txt
 3. puzzleBig.txt
 4. puzzleBigEmpty.txt
 5. puzzleEmpty.txt
 6. puzzleExample.txt
 7. puzzleInvalidCell.txt
 8. puzzleInvalidLineLength.txt
 9. puzzleInvalidLinesLong.txt
 10. puzzleInvalidLinesShort.txt
 11. puzzleInvalidSize.txt
 12. puzzleSolved.txt
 13. testingPuzzle4x4.txt

Enter the file name with extension: puzzleExample.txt
SUCCESS: puzzleExample.txt was loaded!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle

2. Display Remaining Moves For A Cell
3. Generate Solution Help
4. Load Puzzle
5. Test Sudoku Board and Solution Helper
6. Run Playground
7. Quit Program

Enter menu selection (1 - 7): 1

	0	1	2	3
0	0	4	1	0
1	1	3	0	0
2	0	2	0	0
3	0	0	3	2

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
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-

Enter menu selection (1 - 7): 2

	0	1	2	3
0	0	4	1	0
1	1	3	0	0
2	0	2	0	0
3	0	0	3	2

Enter row selection (0 - 3): 0
Enter col selection (0 - 3): -1
ERROR: Invalid choice!
Enter col selection (0 - 3): 4
ERROR: Invalid choice!
Enter col selection (0 - 3): 0
Remaining moves at (0, 0): [2]

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
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 7. Quit Program
-

Enter menu selection (1 - 7): 2

	0	1	2	3
0	0	4	1	0
1	1	3	0	0
2	0	2	0	0
3	0	0	3	2

Enter row selection (0 - 3): 2

Enter col selection (0 - 3): 3

Remaining moves at (2, 3): [1, 4]

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
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-

Enter menu selection (1 - 7): 3

Solution help saved to: output/help-puzzleExample.txt

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
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3. Generate Solution Help
4. Load Puzzle
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6. Run Playground
7. Quit Program

Enter menu selection (1 - 7): 4

Listing Input Directory Contents

-
1. puzzle4x4.txt
 2. puzzle9x9.txt
 3. puzzleBig.txt
 4. puzzleBigEmpty.txt
 5. puzzleEmpty.txt
 6. puzzleExample.txt
 7. puzzleInvalidCell.txt
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 9. puzzleInvalidLinesLong.txt
 10. puzzleInvalidLinesShort.txt
 11. puzzleInvalidSize.txt
 12. puzzleSolved.txt
 13. testingPuzzle4x4.txt

Enter the file name with extension: noPuzzle

ERROR: File Not Loaded

java.io.FileNotFoundException: File input/noPuzzle was not found or could not be opened!

Sudoku Solution Helper Main Menu:

-
1. Display Puzzle
 2. Display Remaining Moves For A Cell
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-

Enter menu selection (1 - 7): 6

Thanks for using the Sudoku Solution Helper Program 1.0!

BUILD SUCCESSFUL (total time: 1 minute 39 seconds)

