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A Java Program to Solve Kakuro Puzzles.

My daughter is an avid solver of Sudoku problems, working on them for hour after hour. Lacking her time and patience, I wrote a Java program that has successfully solved every Sudoku problem that I have given it. That program was presented at the 2006 Mathfest. At one point, my daughter tried branching out into solving Kakuro puzzles but found them too difficult. Since she knew that I had written the Sodoku program, she challenged me to write a program to solve Kakuro puzzles. A Kakuro puzzle is a grid of empty squares much like a crossword puzzle where the squares are to be filled with digits from the set 1-9. The sum of the numbers to be placed in each row and column is given and no digit can appear twice in either a row or a column. In this presentation I will describe my success in writing a Java program that solves Kakuro puzzles. (Received September 14, 2006)