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public class SudokuSimulation {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {

        Sudoku mySudokuPuzzle = new Sudoku();

        // Row and subsquares are invalid
        String config0 = "9234567892345678913456789124567891235678912346"
            + "78912345789123456891234567912345678";
        String[][] puzzle0 = mySudokuPuzzle.makeSudoku(config0);
        if (mySudokuPuzzle.isValidSudoku(puzzle0)) {
            System.out.println("This puzzle is valid.");
        } else {
            System.out.println("This puzzle is invalid.");
        }
        System.out.println(mySudokuPuzzle.getPrintableSudoku(puzzle0));
        System.out.println("-----");

        // Col and subsquares are invalid
        String config00 = "9234567899345678913456789124567891235678912346"
            + "78912345789123456891234567912345678";
        String[][] puzzle00 = mySudokuPuzzle.makeSudoku(config00);
        if (mySudokuPuzzle.isValidSudoku(puzzle00)) {
            System.out.println("This puzzle is valid.");
        } else {
            System.out.println("This puzzle is invalid.");
        }
        System.out.println(mySudokuPuzzle.getPrintableSudoku(puzzle00));
        System.out.println("-----");

        // Row and column Latin but with invalid subsquares
        String config1 = "1234567892345678913456789124567891235678912346"
            + "78912345789123456891234567912345678";
        String[][] puzzle1 = mySudokuPuzzle.makeSudoku(config1);
        if (mySudokuPuzzle.isValidSudoku(puzzle1)) {
            System.out.println("This puzzle is valid.");
        } else {
            System.out.println("This puzzle is invalid.");
        }
        System.out.println(mySudokuPuzzle.getPrintableSudoku(puzzle1));
        System.out.println("-----");
    }
}

```

```
// Row Latin but column not Latin and with invalid subsquares
String config2 = "12345678912345678912345678912345678912345678"
                + "9123456789123456789123456789123456789";
String[][] puzzle2 = mySudokuPuzzle.makeSudoku(config2);
if (mySudokuPuzzle.isValidSudoku(puzzle2)) {
    System.out.println("This puzzle is valid.");
} else {
    System.out.println("This puzzle is invalid.");
}
System.out.println(mySudokuPuzzle.getPrintableSudoku(puzzle2));
System.out.println("-----");
```

```
// A valid sudoku
String config3 = "25813764914698532779324685147286319558149273663"
                + "9571482315728964824619573967354218";
String[][] puzzle3 = mySudokuPuzzle.makeSudoku(config3);
if (mySudokuPuzzle.isValidSudoku(puzzle3)) {
    System.out.println("This puzzle is valid.");
} else {
    System.out.println("This puzzle is invalid.");
}
System.out.println(mySudokuPuzzle.getPrintableSudoku(puzzle3));
System.out.println("-----");
```

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}
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}
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