



SUDOKU GAME SOLUTION BASED ON GRAPH THEORY AND SUITABLE FOR SCHOOL-MATHEMATICS

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ABSTRACT. *This article focuses on the logical-mathematical didactic game Sudoku. Analysis of individual fields filling possibilities is mainly based on Graph theory. Ideas, procedures and methods presented in this paper are not demanding and they can be transmitted to secondary school students. In this article the rules of the game and winning strategies analysis derived from Graph theory are mentioned as well as the reasons why this game can be considered a logical game.*

KEY WORDS: *didactic game, Graph theory, winning strategy, logical thinking*

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