Sudoclick
Automatic recognition of Sudoku grids for mobile phone

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The first objective of this project is to build a methodology to automatically recognize Sudoku grids. The second objective is to make this methodology applicable in the context of a mobile phone from which a picture of the Sudoku grid can be taken. Several algorithms and processes were used such as the image processing, the binarization of images, the detection and the recognition of shapes in a picture, the tuning of an artificial neural network and the methods for solving Sudoku grids.

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