

## Additional Exercise

In this problem, you are asked to implement a class to conduct search in a recursive fashion, to solve small pluzzles of the form; recall from the quiz page of a newspaper the problem of assigning digits 0-9 to variables  $x$ ,  $y$ ,  $z$  in the puzzle such that

$$\begin{aligned}xyx + xxx &= yyz \\ yzx - y &= yzz \\ xx * xy &= xzy\end{aligned}$$

A solution is  $x = 1$ ,  $y = 2$ , and  $z = 3$ . Your job is it to implement the search procedure, that finds the instantiations of  $x$ ,  $y$ , and  $z$ . To make things easier (!), once you find a suitable assignment of  $x$ ,  $y$ ,  $z$ , you are asked to throw an exception, that contains the solution to the puzzle. To get you started, here's an implementation of the class `Result`.

```
class Result extends Exception { int x; int y; int z;

    Result (int i, int j, int k) {
        x = i;
        y = j;
        z = k;
    }
}
```

Please implement the search procedure for that particular problem. Your solution should try each possible instantiation in turn and throws a `Result`, once the first solution is found.

```
interface Problem {
    public void test () throws Result;
}
```

This means if you run your test method, you should be able to catch the result of the search by, assuming that  $p$  is an instance of the class you implemented.

```
try {
    p.test ();
}
catch (Result e) {
    System.out.print(e.x);
    System.out.print(e.y);
    System.out.print(e.z);
    System.out.println("");
}
```

If your code does not throw an exception, that means that no solution was found. Why?