

SUDOKU

8					5			
3		7	8					
4				7				1
			3	5			6	
	4	3			8		1	
2			7		4			8
			5			4		7
1							3	
			6					

The aim of the game is to fill the white cells with numbers from 1 to 9 in such a way that in each row, in each column and in each 3×3 subgrid delimited by bold edges there are all the figures from 1 to 9, therefore without repetitions.

If needed: in Mosel the union of two SETS can be done using the operator '+'