Remember, I want you to check the code I have in an existing component, asking me to paste it in here, then give me the full code to paste back over it, and be clear on which component and where it is that I'm changing or adding

We need to add a new "Enter" button to submit the user entry for each fuess. This should go below the 6 and 7 keys on the numpad and be the same width. The "Clear" and "Delete" buttons should be below the 8, 9 and 0, equal width to each other, with clear first and then delete to the right of it. The gaps between the three buttons should be the same as the gap between each of the numbers in the numpad to make it look visually correct. All the buttons, including the numpad buttons can have a light grey background (until the numpad buttons change depending on the guesses)

🧠 Numble Development Summary – End of Session

✅ Current Status

* **Puzzle Engine Working**: You've now centralized puzzle logic in App.jsx, so all puzzle data (digits, fullDate, description) and refresh behavior live in one place.
* **New Puzzle Trigger**: Clicking the 🔄 button in NewGame.jsx successfully calls startNewGame() in App.jsx, refreshing the digits and clues in sync.
* **Component Wiring Fixed**:
  + All JSX files (NewGame, Numpad, DigitInputRow) are renamed with .jsx extensions to resolve Vite parsing errors.
  + Dev server is running smoothly after correcting imports and file types.
* **Metadata Display**: App.jsx shows puzzle metadata (fullDate, description, and targetDigits) cleanly on the page.
* **Console Logging Added**: Each new puzzle selection logs its contents, useful for live debugging.

🔧 Next Steps to Resume

1. **💬 Display Puzzle Clues in Gameplay View**
   * Add fullDate and description beneath the input grid in NewGame.jsx.
   * Can be revealed conditionally (after correct guess) or always visible.
2. **🔄 Sync Metadata & Guessing Flow**
   * Optionally hide targetDigits from App.jsx once guessing interface is interactive.
   * Ensure feedback behaves correctly across multiple puzzle loads.
3. **🎯 Win Condition & Feedback**
   * Add a win message when guess matches digits.
   * Possibly disable further input or offer “Next Puzzle” button.
4. **📚 Future Enhancements (optional but exciting)**

* Add scoring or streak tracking
* Animate correct/misplaced digits
* Theme interface based on historical period or event