```
draw Buttons
```

```
textSize (cell * 0.5)
let i = 0
```

F
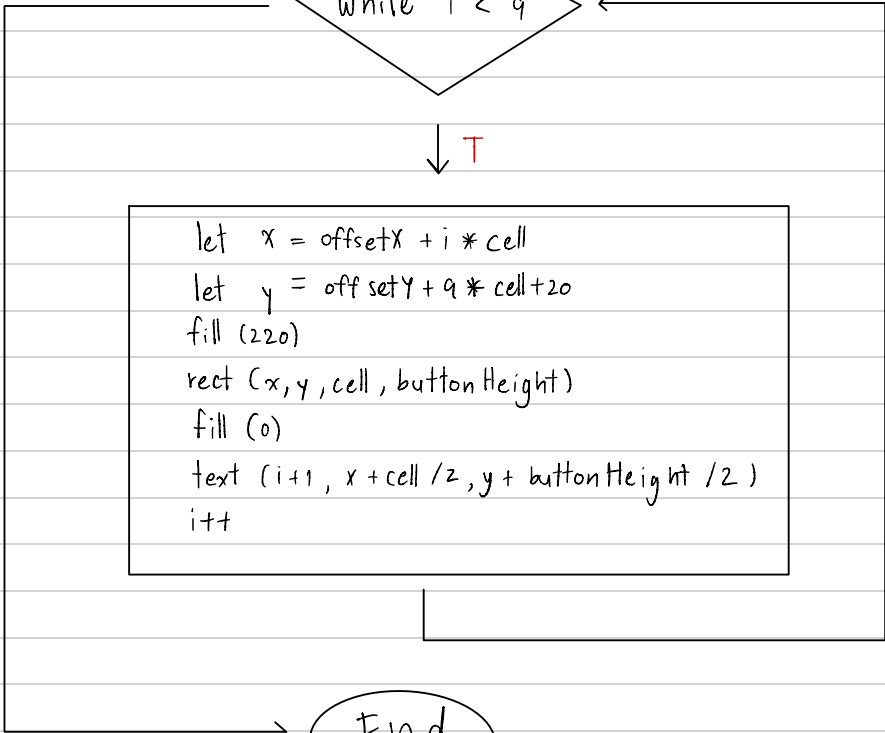
```
while i < 9
```

T
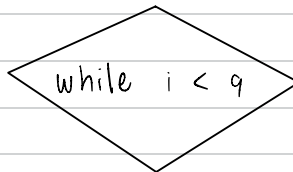
```
let x = offsetX + i * cell
let y = offsetY + 9 * cell + 20
fill (220)
rect (x, y, cell, buttonHeight)
fill (0)
text (i+1, x + cell /2, y + buttonHeight /2 )
i++
```

```
End
```

```
                        ┌─────────────┐
                        │   Finish    │
                        └──────┬──────┘
                               │
                               ▼
                        ┌─────────────┐
                        │  let r = 0  │
                        └──────┬──────┘
                               │
                               ▼
   F   ◇─────────────────────────────────◇
 ◄─────        while  r < q
       ◇─────────────────────────────────◇
                        │ T
                        ▼
                 ┌─────────────┐
                 │  let c = 0  │
                 └──────┬──────┘
                        │
                        ▼
   F   ◇─────────────────────────◇
 ◄─────      while  c < q
       ◇─────────────────────────◇
                     │ T
                     ▼
   F   ◇─────────────────────────◇
 ◄─────   if (grid[r][c] === 0)
       ◇─────────────────────────◇
                     │ T
                     ▼
              ┌──────────────┐
              │ return false │
              └──────────────┘

   F   ◇──────────────────────────────────◇
 ◄─────   if (isConflict(r,c,grid[r][c]))
       ◇──────────────────────────────────◇
                     │ T
```

```
return false
```

```
C++
```

```
r++
```
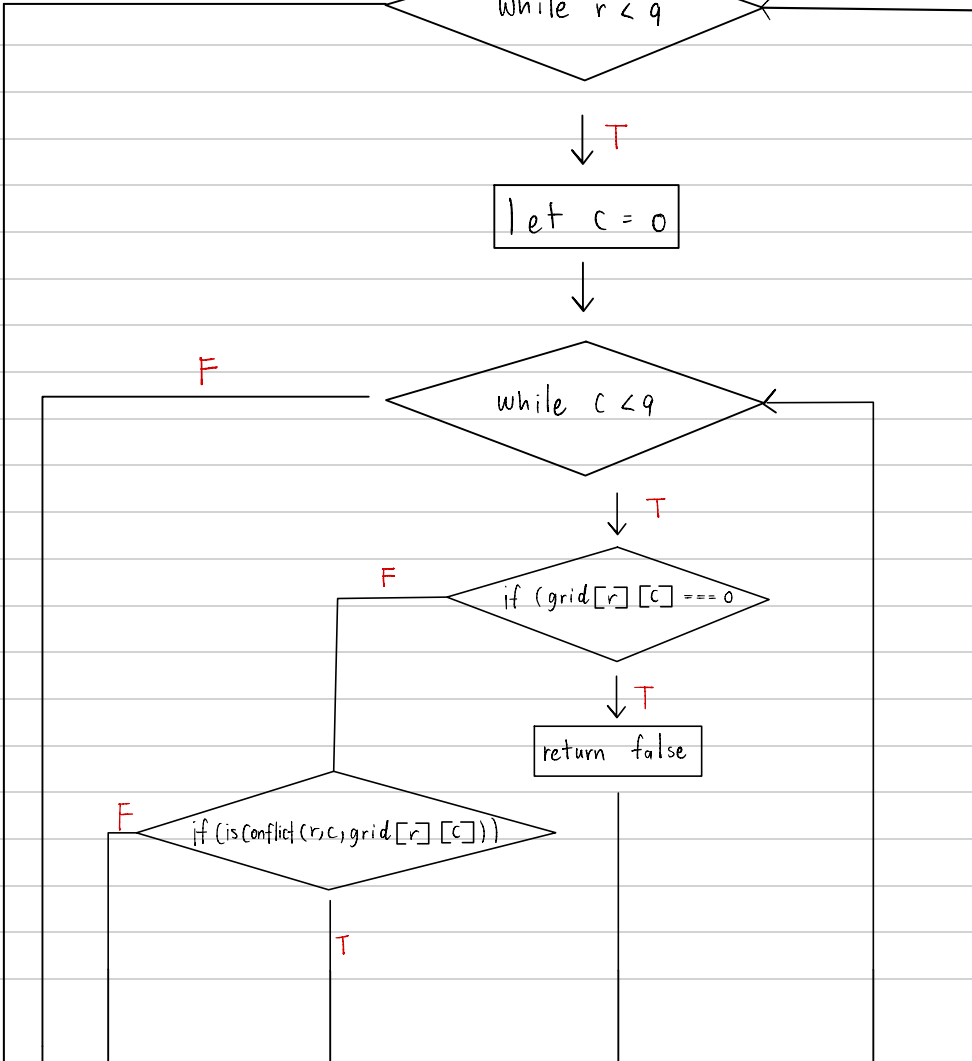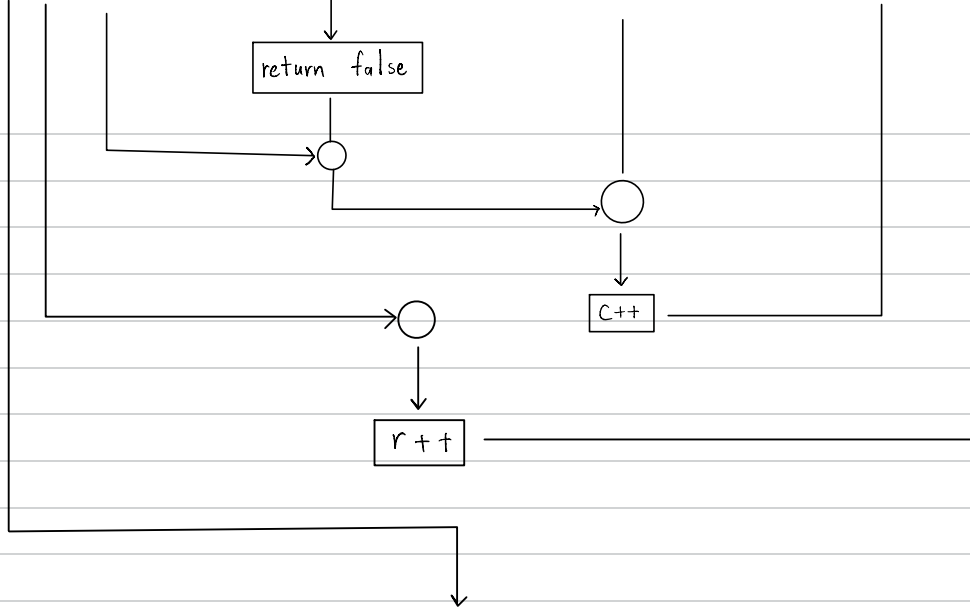
```
background (255)
fill (0)
textSize (50)
textAlign (CENTER, CENTER)
text ("You Win!", width / 2, height / 2)
noLoop ()
return true
```

windowResized

```
resizeCanvas (windowWidth, windowHeight)
cell = min (width, height - 100) / 9
buttonHeight = cell
offsetX = (width - 9 * cell) / 2
offsetY = (height - 9 * cell - buttonHeight - 20) / 2
```

End