This Python code implements a basic Sudoku game with the following functions:

1. **print\_board(board)**: Displays the current state of the Sudoku board. Empty cells are shown as dots.
2. **is\_valid(board, row, col, num)**: Checks if placing a number in a specific cell is valid by ensuring it doesn't repeat in the same row, column, or 3x3 subgrid.
3. **find\_empty\_location(board)**: Finds an empty cell (represented by 0) in the board and returns its position. Returns None if no empty cells are found.
4. **solve\_sudoku(board)**: Uses backtracking to solve the Sudoku puzzle. It fills in empty cells with valid numbers and recursively tries to solve the board. If a valid solution is found, it returns True; otherwise, it backtracks and tries other numbers.
5. **user\_input(board)**: Prompts the user to enter a row, column, and number to place on the board. Validates the input and updates the board if the move is valid.
6. **main()**: Initializes a sample Sudoku board, repeatedly displays it, and allows the user to input their moves. It checks for completion of the puzzle and congratulates the user when solved.

This code provides a basic text-based Sudoku game where users can interactively solve the puzzle.

Top of Form

Bottom of Form