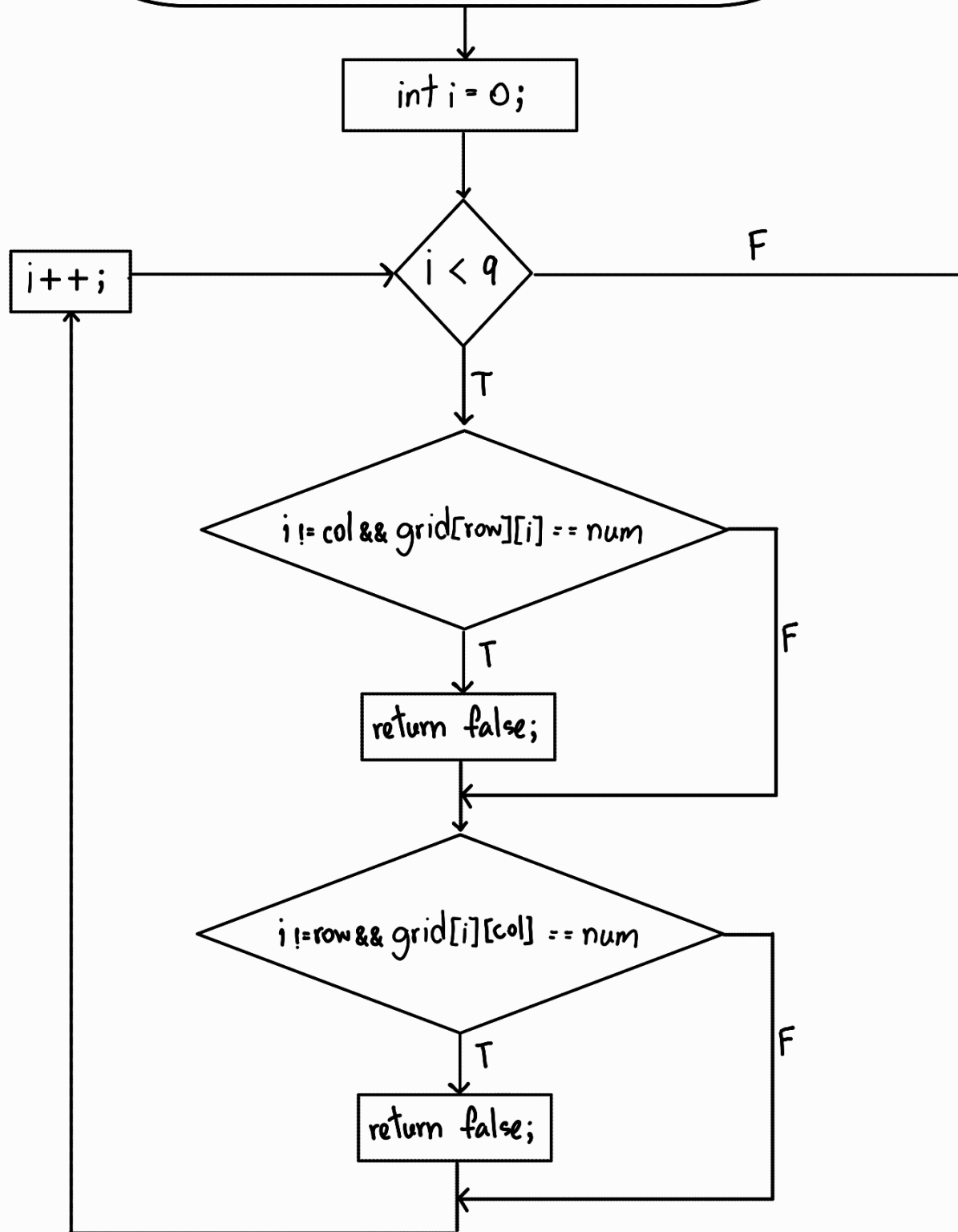
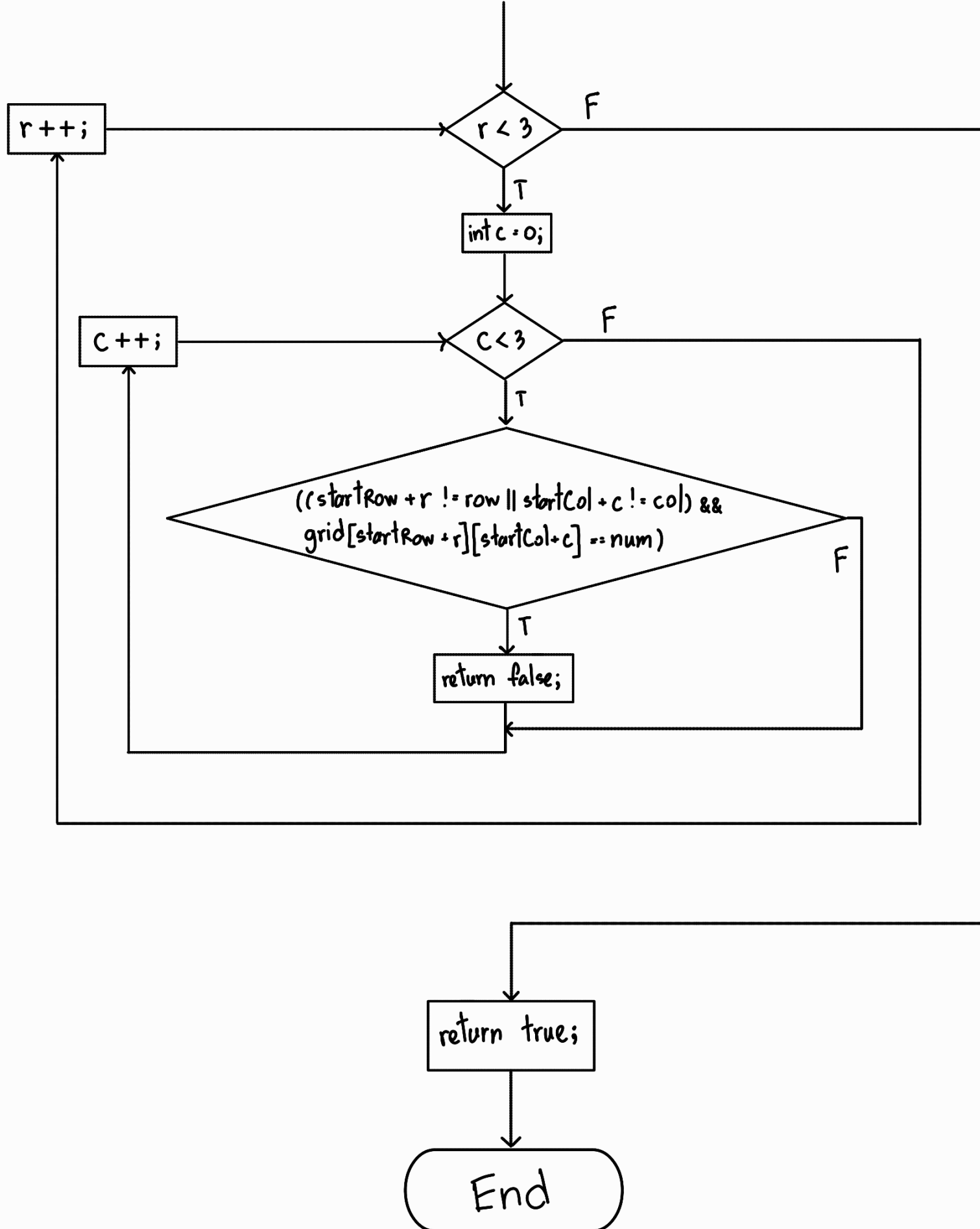


isValid(int row, int col, int num)

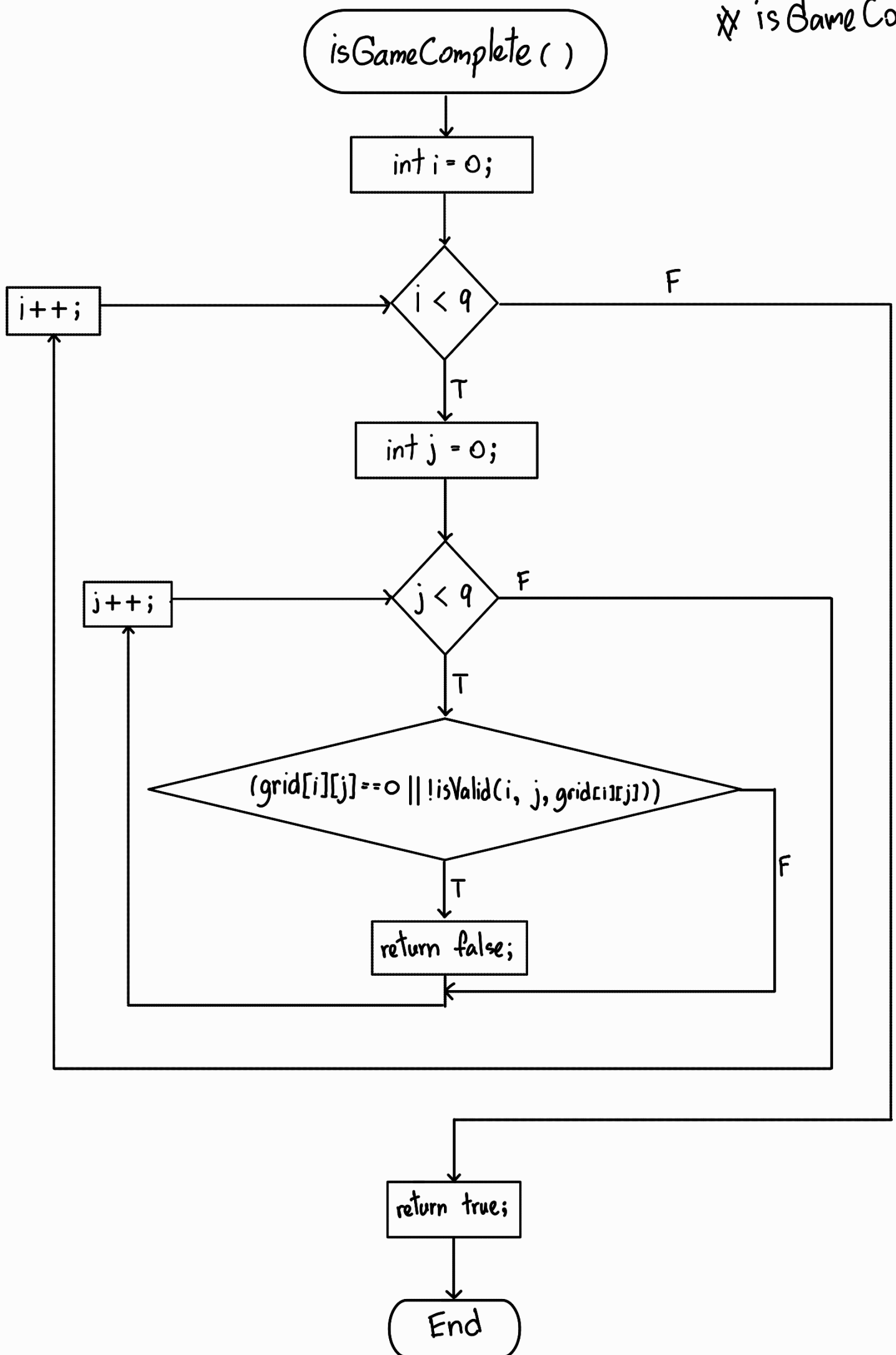
\* isValid



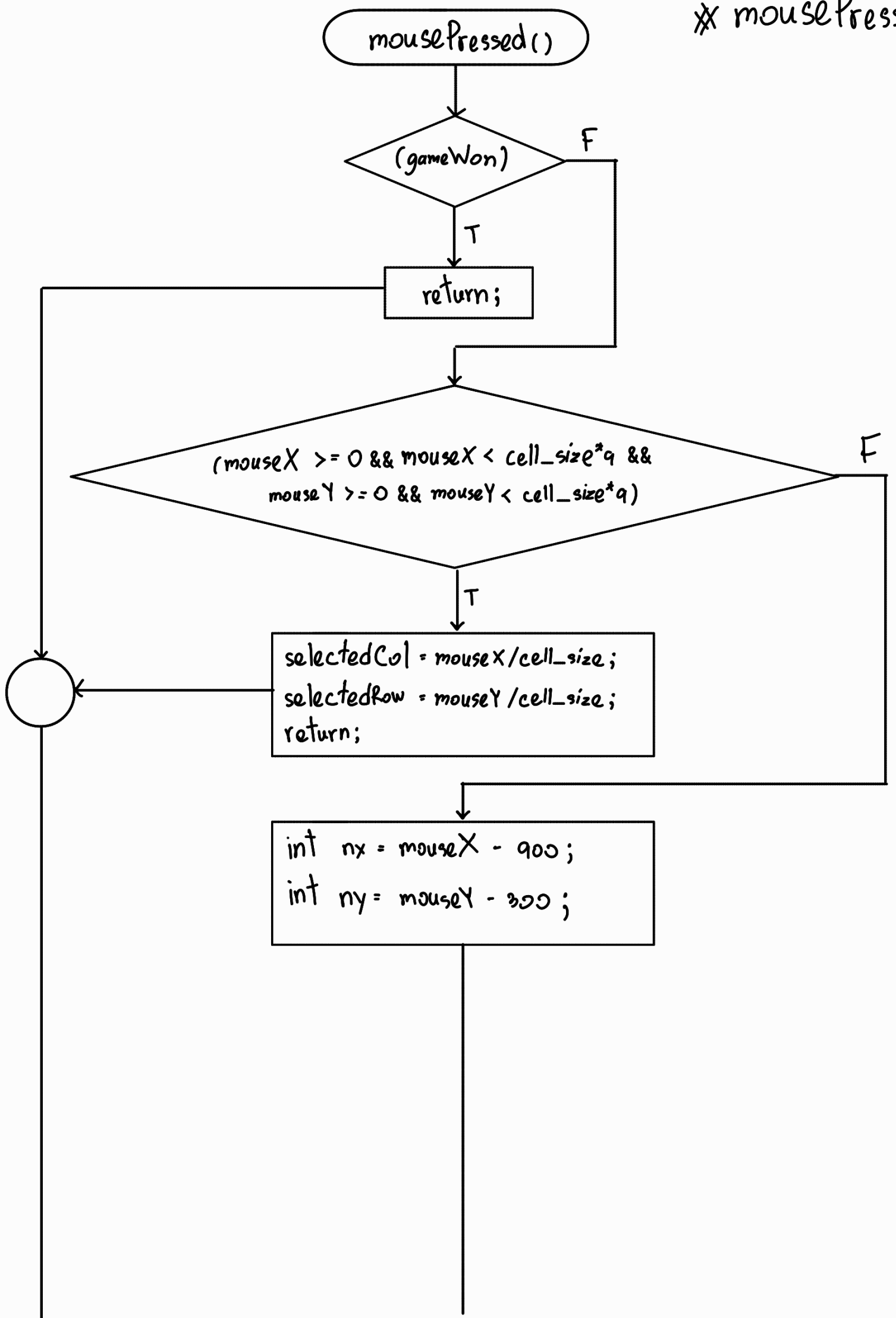
```
int startRow = (row/3)*3;  
int startCol = (col/3)*3;  
int r = 0;
```

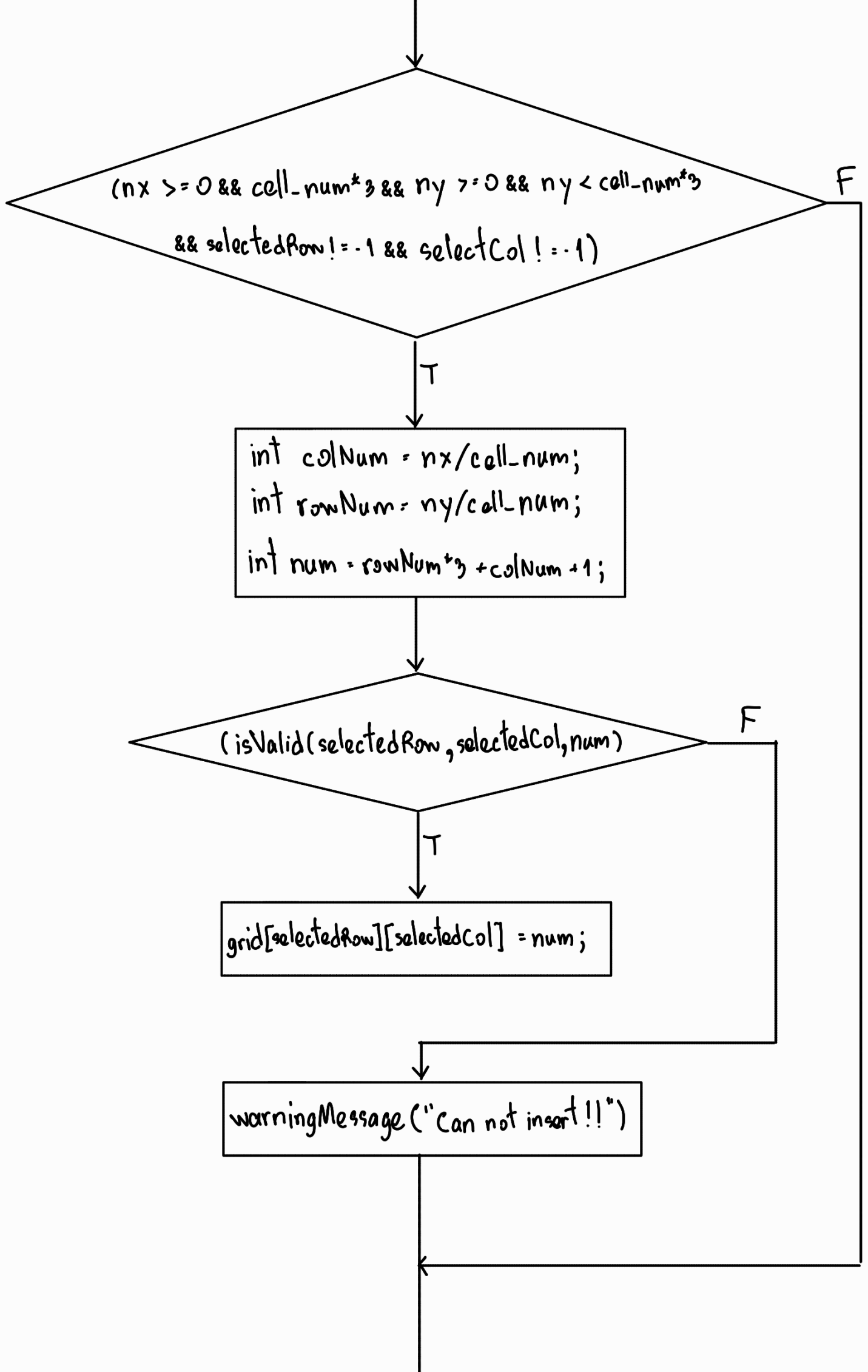


is Game Complete

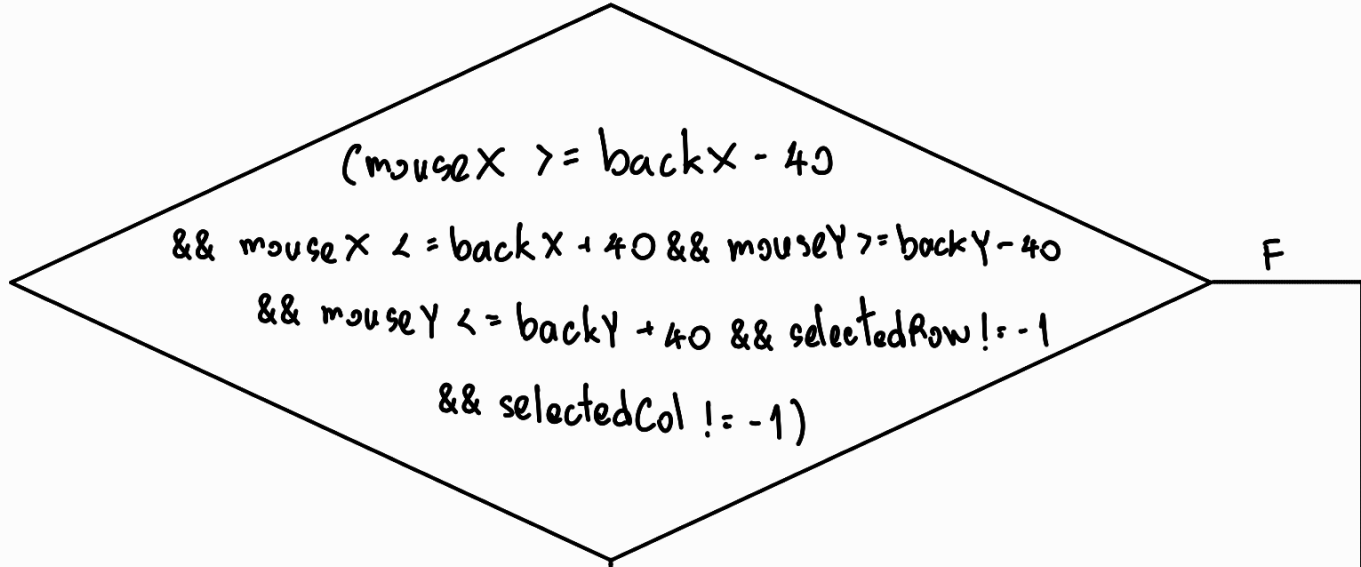


~~mousePressed~~





int backX = 940 + cell\_num + cell\_num;  
int backY = cell\_num \* 3;



F

T

grid[selectedRow][selectedCol] = 0;



End