#### Sudoku Page

Add code to the `sudoku.js` file that will dynamically build the game board, based on an array of integers (`1`-`9`, with `-1` being a special placeholder value representing empty cells).  When you create the `<td>` elements, give them a name (e.g. `cell21` for the cell in row 2, the third row, and column 1, the second column), so that it will be easy to lookup.

When a cell in the number’s palette is clicked, it will make that digit active.  When a digit (`1`-`9`) is active, clicking on a cell in the game board will make the number appear in that game board.  This is how a user will make a move in the game.  When a move is made such that one of the following condition holds, all conflicting cells will be highlighted using the `error` CSS class:

- another of the same digit is present elsewhere in the same row  
- another of the same digit is present elsewhere in the same column  
- another of the same digit is present elsewhere in the same 3x3 block

The following code may be helpful (if you choose to use it):

```  
function sameBlock(x1, y1, x2, y2) {  
   let firstRow = Math.floor(y1 / 3) \* 3;  
   let firstCol = Math.floor(x1 / 3) \* 3;  
   return (y2 >= firstRow && y2 <= (firstRow + 2) && x2 >= firstCol && x2 <= (firstCol + 2));  
}

function sameRow(x1, y1, x2, y2) {  
   return y1 == y2;  
}

function sameColumn(x1, y1, x2, y2) {  
   return x1 == x2;  
}  
```

\_\*\*Note\*\*: Be sure to handle the case where the `x` and `y` values are identical.  That would not be a conflict.\_

Finally, the undo button will undo the last move made by the user.  This will include un-highlighting any previously highlighted cells from an erroneous move.

**High Scores Page**

Add code to the `high\_scores.js` file that will dynamically build the high scores table, based on an array of JavaScript objects (e.g. `{"date": "2021/03/02", "duration": "2:51"}`).

#### ****Need Extra Challenge?****

If this was too easy, and you want some additional practice, try out one or more of the following extra features for increased learning:

1. Make the undo feature store all moves made since the beginning of the game.  
2. When a cell is highlighted (when the mouse is over a cell), highlight the row, column, and block containing that cell.  
3. Write the complete game functionality, which checks if every space has a digit in a non-conflicting position.  If so, record the duration of the game in the high scores table.  
4. Add the ability to reset the game back to its starting position.  
5. Add randomized board generation for when the game is restarted.