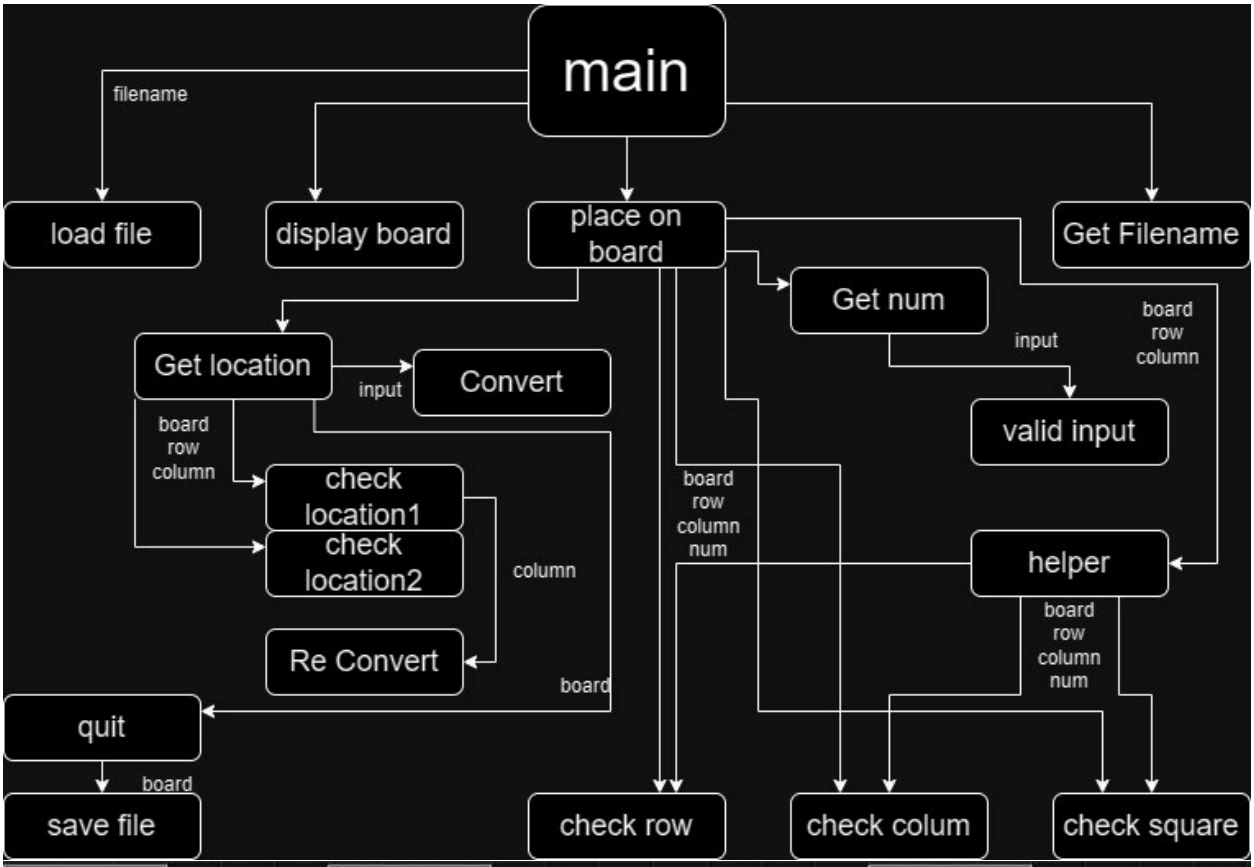
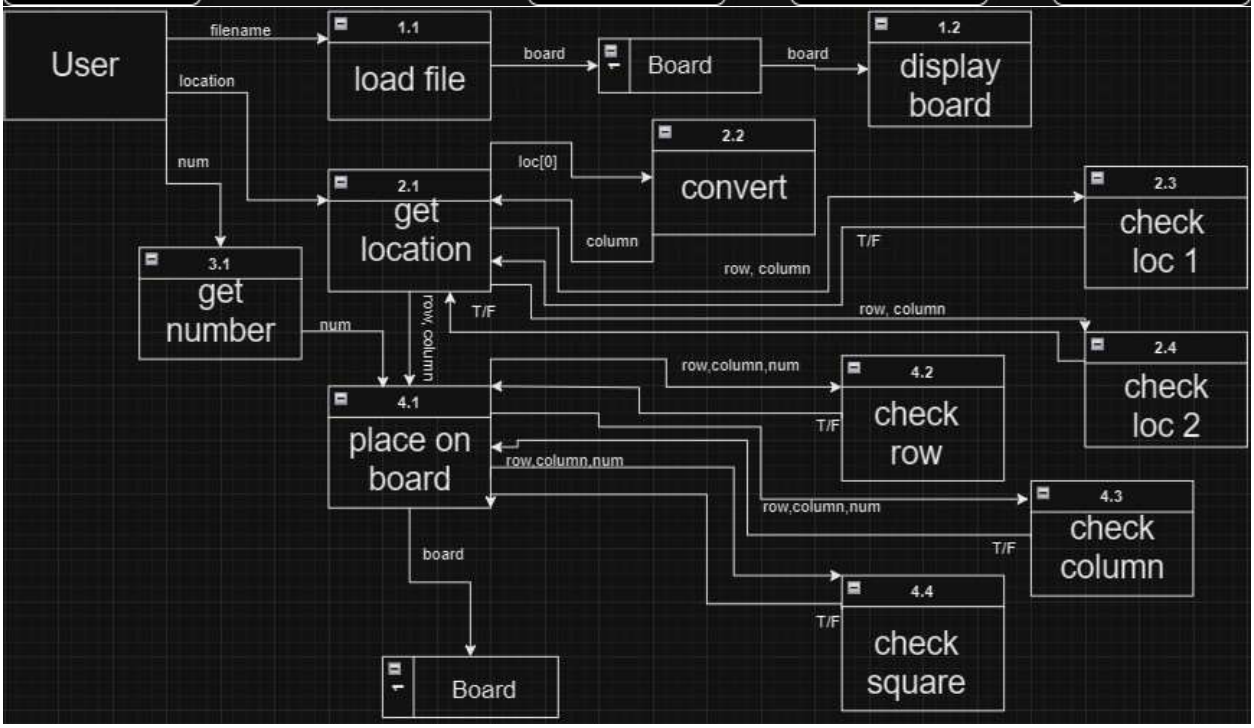
```
Function place_on_board():
    loc = get_location()
    num = get_num(loc)

    If check_row(board, loc[0], num) and check_column(board, loc[1], num) and check_square(board, loc[0], loc[1], num):
        board[loc[0]][loc[1]] = num

Function get_location():
    Good_loc = False
    While Not Good_loc:
        location = input("> ")
        If location == "Q":
            quit_game()
            Good_loc = True
        column = convert(location[0])
        row = int(location[1])- 1

        If check_location1(board, row, column) AND check_location2(board, row, column):
            Good_loc = True
            Return [row, column]

Function get_num(location):
    loc = re_convert(location[1]) + (location[0] + 1)
    While True:
        num = input(f"What is the value at '{loc}': ")
        If valid_input(num):
            If num == "S":
                helper(location[0], location[1])
            Else:
                Return int(num)

Function helper(board, row, column):
    valid_numbers = []

    If check_location1(board, row, column):
        For num from '1' to '9':
            If check_row(board, row, num) AND check_column(board, column, num) AND check_square(board, row, column, num):
                valid_numbers.append(num)

    print valid_numbers
```


main
filename
load file
display board
place on board
Get Filename
Get num
Get location
input
Convert
board
row
column
valid input
check location1
check location2
column
helper
Re Convert
board
quit
board
save file
check row
check colum
check square


User
filename
location
num
1.1
load file
board
Board
1.2
display board
2.1
get location
loc[0]
2.2
convert
column
row, column
2.3
check loc 1
T/F
3.1
get number
num
row, column
2.4
check loc 2
4.1
place on board
row,column,num
4.2
check row
4.3
check column
4.4
check square
board
Board