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



