**Sudoku**

Sudoku is a logic-based puzzle game that involves filling a grid with numbers. The goal of the game is to fill every row, column, and 3x3 sub-grid with the numbers 1 to 9, without repeating any number in the same row, column, or sub-grid. The puzzle typically starts with some of the numbers already filled in, and the player must use logic and deduction to figure out the rest of the numbers. Sudoku puzzles can range in difficulty from very easy to extremely challenging, and they have become popular around the world as a way to exercise the brain and improve problem-solving skills.

**Project:**

This is a Python function that solves a given Sudoku puzzle. The function takes a list of lists (the Sudoku board) as its input and returns a string representation of the solved board.

The function uses a backtracking algorithm to solve the Sudoku puzzle, starting with an empty board and recursively trying different numbers in each empty cell until a valid solution is found. The algorithm checks each number for validity by verifying that the number does not already exist in the same row, column, or 3x3 sub-grid. If a number is valid, it is inserted into the board and the algorithm continues. If the algorithm reaches a dead end (i.e., there are no valid numbers to insert in an empty cell), it backtracks to the previous cell and tries a different number.

Finally, the function generates a string representation of the solved board, including horizontal and vertical lines to separate the 3x3 sub-grids.

The code includes an example Sudoku board as a list of lists filled with zeros, and calls the function with this board to solve it and print the resulting string representation.