Sudoku is a popular puzzle game. The objective is to fill a 9x9 grid with digits so that each column, each row, and each of the nine 3x3 sub-grids that compose the grid contain all of the digits from 1 to 9. The puzzle setter provides a partially completed grid, which typically has a unique solution.

Here's the pseudocode for the `isValidSudoku` function:

1. **Initialize three lists of sets: `rows`, `cols`, and `boxes`,** to keep track of the numbers in each row, column, and 3x3 box.

2**. Iterate over each cell in the board:**

- If the cell is empty (contains '.'), skip to the next cell.

- If the cell's value is already in the corresponding set in `rows`, return `False`.

- Otherwise, add the cell's value to the corresponding set in `rows`.

- If the cell's value is already in the corresponding set in `cols`, return `False`.

- Otherwise, add the cell's value to the corresponding set in `cols`.

- Calculate the index of the 3x3 box that the cell belongs to.

- If the cell's value is already in the corresponding set in `boxes`, return `False`.

- Otherwise, add the cell's value to the corresponding set in `boxes`.

3. **If you've checked all the cells without returning `False`, return `True`.**

This pseudocode checks each of the Sudoku rules: each row, column, and 3x3 box must contain the digits 1-9 without repetition. It does this by maintaining a set of numbers for each row, column, and box, and checking each cell's value against the corresponding sets.