

Valid Sudoku - brute force

class Solution:

def is_valid_sudoku(self, board: list[list[str]]) -> bool:

for row in range(9):

seen = set()

for i in range(9):

if board[row][i] == ".":

continue

if board[row][i] in seen:

return False

seen.add(board[row][i])

for col in range(9):

seen = set()

for i in range(9):

if board[i][col] == ".":

continue

if board[i][col] in seen:

return False

```
seen.add(board[i][col])
```

```
for square in range(9):  
    seen = set()
```

```
    for i in range(3):
```

```
        row = (square // 3) * 3 + i
```

```
        col = (square % 3) * 3 + j
```

```
        if board[row][col] == ".":
```

```
            continue
```

```
        if board[row][col] in seen:
```

```
            return False
```

```
        seen.add(board[row][col])
```

```
return True
```