**Wrapping up: “Rewrite Board to use two loops to make the squares instead of hardcoding them”**

Logic applied in the third feature to maintain the numbers for the individual squares and the “key” value:

// 0 -> 0 1 2 rowIndex \* 3 -> 0+0=0 /// 1+0=1 /// 2+0=2

// 1 -> 0 1 2 rowIndex \* 3 -> 0+3=3 /// 1+3=4 /// 2+3=5

// 2 -> 0 1 2 rowIndex \* 3 -> 0+6=6 /// 1+6=7 /// 2+6=8