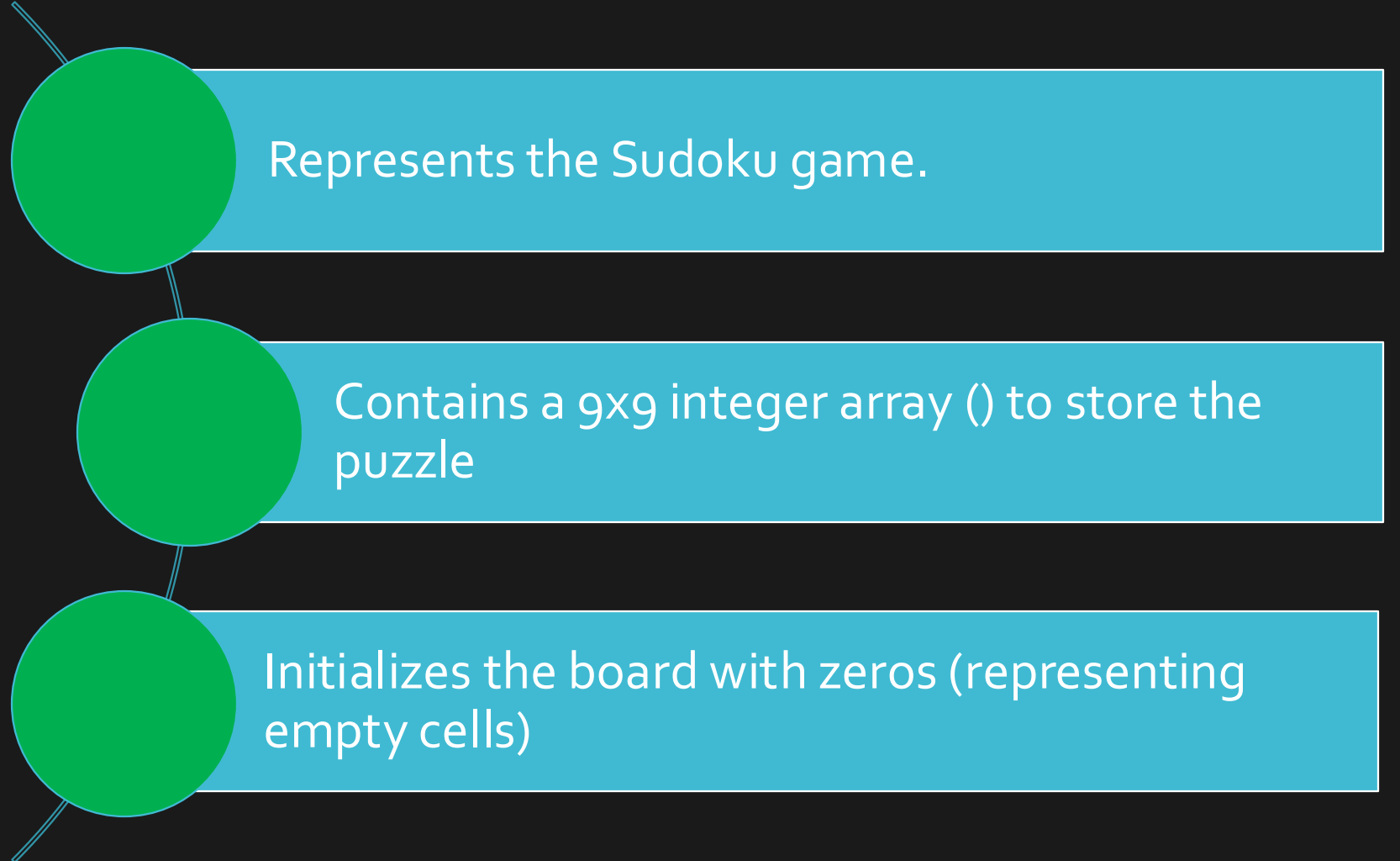


# SU-DO-CO GAME

Presented by:

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# Sudoku Game Class



# Generate Puzzle Method

Generates a random puzzle (you can customize this part).

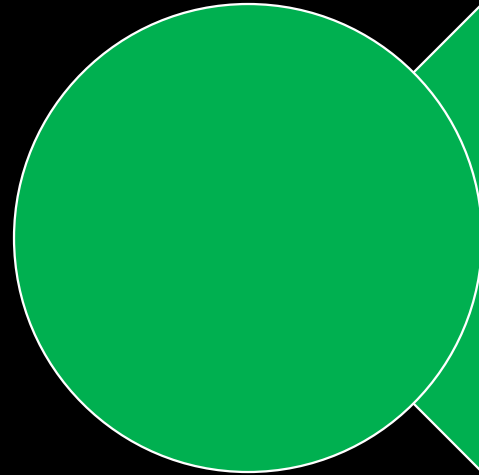
Sets initial values for some cells (e.g., `board[0][5] = 7`).

# Display Board Method

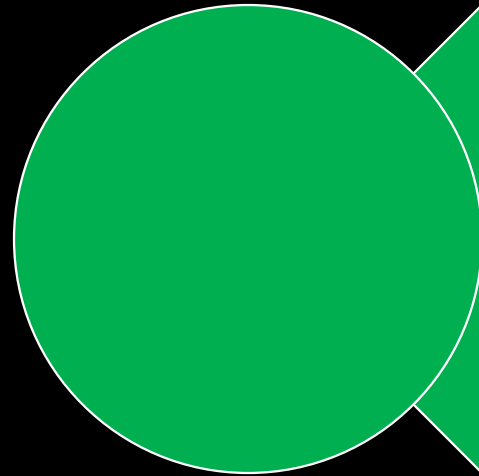
*Displays the  
current state  
of the Sudoku  
board.*

*Prints each  
cell's value in a  
9x9 grid.*

# Is Valid Move Method



*Checks if placing a number  
(num) in a specified cell  
(row, col) is valid.*



*For now, it assumes all  
moves are valid (you can  
implement Sudoku rules  
here).*

## Play Game Method

*Allows the user to input moves (row, column, value) via the console.*

*Updates the board if the move is valid.*

*Continues until the user exits.*

## Main Method

- *Creates an instance of Sudoku Game.*
- *Generates a puzzle and displays the initial board.*
- *Prompts the user for moves and updates the board accordingly.*

THANK YOU