CHALLENGES

challenge **like0hn0**

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Given a square matrix `grid`, return whether it is a valid solution to a game of `0h n0`.

This is based on the game 0h n0, by Martin Kool, that has the following rules:

- Let's define a *visibility* of the cell as the number of cells till first `0` or the border of the `grid` in all `4` directions;
- The `grid` is a solution to a game if for each cell containing number `x > 0`, its *visibility* is equal to `x`.

Given the `grid`, return whether it is the solution to the game or not.

Example

For

```
grid = [[1, 2, 0],
        [0, 1, 0],
        [0, 0, 0]]
```

the output should be `like0hn0(grid) = true`.

Let's look at all non-zero cells:

- Cell `grid[0][0]` contains number `1` and has *visibility* equal to `1` (only `grid[0][1]` is visible from this cell)
- Cell `grid[0][1]` contains number `2` and has *visibility* equal to `2` (`grid[0][0]` and `grid[1][1]` are visible from this cell)
- Cell `grid[1][1]` contains number `1` and has *visibility* equal to `1` (only `grid[0][1]` is visible from this cell)

Input/Output

- **[execution time limit] 4 seconds (js)**
- **[input] array.array.integer grid**

  A grid of the proposed solution.

  Guaranteed constraints:

  `3 ≤ grid.length ≤ 500`,

  `grid[i].length = grid.length`,

  `0 ≤ grid[i][j]`.
- **[output] boolean**

  Return `true` if `grid` is the valid solution and `false` otherwise.

[JavaScript (ES6)] Syntax Tips

```
// Prints help message to the console
// Returns a string
function helloWorld(name) {
    console.log("This prints to the console when you Run Tests");
    return "Hello, " + name;
}
```