<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Sudoku Puzzle</title>

<style>

/\* Add some styling if needed \*/

table {

border-collapse: collapse;

font-size: 20px;

}

td {

width: 30px;

height: 30px;

text-align: center;

border: 1px solid #000;

}

input {

width: 100%;

height: 100%;

text-align: center;

font-size: 18px;

}

</style>

</head>

<body>

<h1>Sudoku Puzzle</h1>

<table id="sudokuTable">

<!-- Include the Sudoku puzzle here -->

<!-- Replace each 0 with an input field for users to fill -->

</table>

<script>

// JavaScript to handle user input and check for correctness

// Replace this with the actual Sudoku puzzle and clues

// Example puzzle

const puzzle = [

[3, 0, 7, 0, 0, 8, 0, 1, 0, 5],

// ... (replace 0s with clues)

];

// Function to create the Sudoku table

function createSudokuTable() {

const table = document.getElementById('sudokuTable');

for (let i = 0; i < 9; i++) {

const row = table.insertRow();

for (let j = 0; j < 9; j++) {

const cell = row.insertCell();

const input = document.createElement('input');

input.type = 'text';

input.maxLength = 1;

input.addEventListener('input', () => checkCorrectness(i, j, input.value));

cell.appendChild(input);

}

}

fillInitialValues(); // Fill initial values based on the puzzle

}

// Function to fill initial values in the Sudoku table

function fillInitialValues() {

for (let i = 0; i < 9; i++) {

for (let j = 0; j < 9; j++) {

const inputValue = puzzle[i][j];

if (inputValue !== 0) {

document.getElementById('sudokuTable').rows[i].cells[j].children[0].value = inputValue;

document.getElementById('sudokuTable').rows[i].cells[j].children[0].disabled = true;

}

}

}

}

// Function to check correctness

function checkCorrectness(row, col, value) {

// Add your logic to check if the entered value is correct

// You may want to compare it with the solution or use the mod 10 clues

// Provide feedback to the user if the value is incorrect

}

// Call the function to create the Sudoku table

createSudokuTable();

</script>

</body>

</html>