

Sudoku Game Exercise

1. Sudoku's goal is to complete a grid/board with numbers so that every row, column and 3 by 3 grid (differentiated by shading) has every digit from 1 to 9 inclusive. The following is an example of a sudoku matrix:

8			3		9			5
				2				
5			6		8			3
	7	5	9		3	4	6	
		1				7		
	3	8	7		4	2	5	
6			4		1			2
				9				
3			5		7			4

2. **validSudoku method**

- a. You will write a method called `validSudoku` that determines whether a sudoku board represented by a 2-dimensional array of integers represent a valid sudoku board. The following definitions apply to this problem:
 - i. Valid rows → **Every** row in the board has digits 1 to 9 (inclusive).
 - ii. Valid columns → **Every** column in the board has digits 1 to 9 (inclusive).
 - iii. Valid grids → **Every** grid in the board has digits from 1 to 9 (inclusive).
- b. A valid board will have valid rows, valid columns and valid grids.
- c. You should define a `validRows`, `validColumns` and `validGrids` methods.
- d. Feel free to define any methods/classes you understand are necessary.