SudokuGame.java
Extra Credit

Objective: To create an interactive Sudoku puzzle game.

Background:
Your task will be to create a working interface for Sudoku using **SudokuMaker** to create the puzzle. The interface must have enough functionality to generate a new game, provide functions to input numbers into cells, and to declare a winning pattern. An example configuration is in figure 1 below, but you can create your own version. Innovations and improvements are welcome.
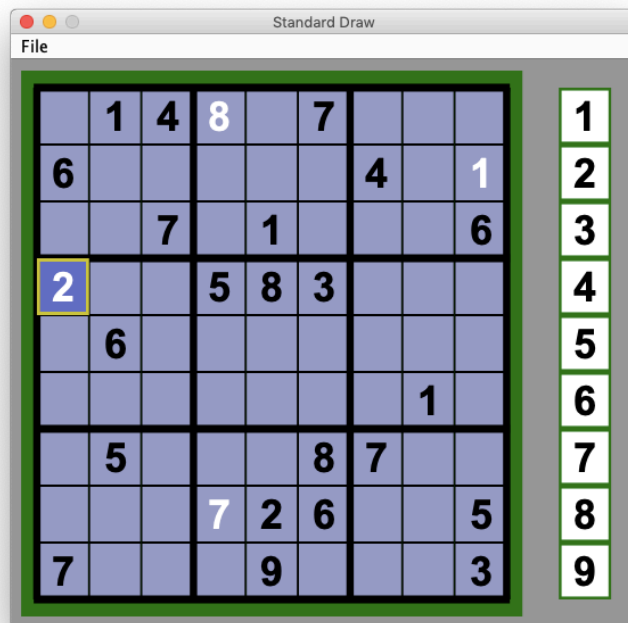

Fig. 1 - SudokuGame interface example

You will use Princeton's **StdDraw** Java package to draw and operate the interface.

Assignment:
Download **SudokuGame.zip** from Mr Greenstein's web site and unzip. It will create a **SudokuGame** directory to do your work. It contains **StdDraw.java**, a link to Princeton's StdDraw web site, and **StdDrawExample.java** containing working code for a simple example using **StdDraw**.