

C:\Users\Ankitha\spyder-py3\temp.py

```
temp.py x
1  # Tic Tac Toe
2
3  import random
4
5  def drawBoard(board):
6      # This function prints out the board that it was passed
7
8      # "board" is a list of 10 strings representing the board
9      print(' / / ')
10     print(' ' + board[7] + ' / ' + board[8] + ' / ' + board[9])
11     print(' / / ')
12     print('-----')
13     print(' / / ')
14     print(' ' + board[4] + ' / ' + board[5] + ' / ' + board[6])
15     print(' / / ')
16     print('-----')
17     print(' / / ')
18     print(' ' + board[1] + ' / ' + board[2] + ' / ' + board[3])
19     print(' / / ')
20
21     def inputPlayerLetter():
22         # Lets the player type which letter they want to be
23         # Returns a list with the player's letter as the first element
24         letter = ''
25         while not (letter == 'X' or letter == 'O'):
26             print('Do you want to be X or O?')
27             letter = input().upper()
28
29         # the first element in the tuple is the player's letter, the second is the computer's letter
30         if letter == 'X':
31             return ['X', 'O']
32         else:
33             return ['O', 'X']
34
35     def whoGoesFirst():
36         # Randomly choose the player who goes first.
```

Source Console Object

Variable explorer Help Plots Files

Console 1/A x

```
1
0 | |
-----
| |
-----
X | | 0
What is your next move? (1-9)
2
0 | |
-----
| 0 |
-----
X | X | 0
The computer has beaten you! You lose.
Do you want to play again? (yes or no)
|
```

IPython console History

LSP Python: ready

conda: base (Python 3.8.3)

Line 187, Col 14

UTF-8

CRLF

RW

Mem 75%



Type here to search



ENG

23:31
29-09-2020


```
temp.py x
1 # Tic Tac Toe
2
3 import random
4
5 def drawBoard(board):
6     # This function prints out the board that it was passed
7
8     # "board" is a list of 10 strings representing the board
9     print(' / / ')
10    print(' ' + board[7] + ' / ' + board[8] + ' / ' + board[9])
11    print(' / / ')
12    print('-----')
13    print(' / / ')
14    print(' ' + board[4] + ' / ' + board[5] + ' / ' + board[6])
15    print(' / / ')
16    print('-----')
17    print(' / / ')
18    print(' ' + board[1] + ' / ' + board[2] + ' / ' + board[3])
19    print(' / / ')
20
21 def inputPlayerLetter():
22     # Lets the player type which letter they want to be
23     # Returns a list with the player's letter as the first element
24     letter = ''
25     while not (letter == 'X' or letter == 'O'):
26         print('Do you want to be X or O?')
27         letter = input().upper()
28
29     # the first element in the tuple is the player's letter
30     if letter == 'X':
31         return ['X', 'O']
32     else:
33         return ['O', 'X']
34
35 def whoGoesFirst():
36     # Randomly choose the player who goes first.
```

```
-----
| | |
| | |
-----
0 | | X
| | |
What is your next move? (1-9)
3
| | |
| | |
-----
What is your next move? (1-9)
3
| | |
| | |
-----
What is your next move? (1-9)
6
| | |
| | X
| | |
-----
| | |
| | O
| | |
-----
0 | | X
| | |
What is your next move? (1-9)
|
```



```
temp.py x
1  # Tic Tac Toe
2
3  import random
4
5  def drawBoard(board):
6      # This function prints out the board that it was passed
7
8      # "board" is a list of 10 strings representing the board
9      print(' / / ')
10     print(' ' + board[7] + ' / ' + board[8] + ' / ' + board[9])
11     print(' / / ')
12     print('-----')
13     print(' / / ')
14     print(' ' + board[4] + ' / ' + board[5] + ' / ' + board[6])
15     print(' / / ')
16     print('-----')
17     print(' / / ')
18     print(' ' + board[1] + ' / ' + board[2] + ' / ' + board[3])
19     print(' / / ')
20
21     def inputPlayerLetter():
22         # Lets the player type which letter they want to be
23         # Returns a list with the player's letter as the first element
24         letter = ''
25         while not (letter == 'X' or letter == 'O'):
26             print('Do you want to be X or O?')
27             letter = input().upper()
28
29         # the first element in the tuple is the player's letter, the second is the computer's letter
30         if letter == 'X':
31             return ['X', 'O']
32         else:
33             return ['O', 'X']
34
35     def whoGoesFirst():
36         # Randomly choose the player who goes first.
```

```

| | |
| | X
-----
| | |
| | O
-----
O | | X
What is your next move? (1-9)
9
What is your next move? (1-9)
7
O | | X
-----
X | | O
-----
O | | X
What is your next move? (1-9)
|
```



C:\Users\Ankitha\spyder-py3\temp.py

Source Console Object

Variable explorer Help Plots Files

Console 1/A

```
1 # Tic Tac Toe
2
3 import random
4
5 def drawBoard(board):
6     # This function prints out the board that it was passed
7
8     # "board" is a list of 10 strings representing the board (ignore index 0)
9     print(' / / ')
10    print(' ' + board[7] + ' / ' + board[8] + ' / ' + board[9])
11    print(' / / ')
12    print('-----')
13    print(' / / ')
14    print(' ' + board[4] + ' / ' + board[5] + ' / ' + board[6])
15    print(' / / ')
16    print('-----')
17    print(' / / ')
18    print(' ' + board[1] + ' / ' + board[2] + ' / ' + board[3])
19    print(' / / ')
20
21 def inputPlayerLetter():
22     # Lets the player type which letter they want to be
23     # Returns a list with the player's letter as the first element
24     letter = ''
25     while not (letter == 'X' or letter == 'O'):
26         print('Do you want to be X or O?')
27         letter = input().upper()
28
29     # the first element in the tuple is the player's letter, the second is the
30     if letter == 'X':
31         return ['X', 'O']
32     else:
33         return ['O', 'X']
34
35 def whoGoesFirst():
36     # Randomly choose the player who goes first.
```

```
8
O | O | X
-----
X | X | O
-----
O |   | X
What is your next move? (1-9)
2
O | O | X
-----
X | X | O
-----
O | O | X
The game is a tie!
Do you want to play again? (yes or no)
|
```

IPython console History

LSP Python: ready

conda: base (Python 3.8.3)

Line 187, Col 14

UTF-8

CRLF

RW

Mem 69%



Type here to search

23:34
29-09-2020