Module B.4 Level1

1. # Definitions of the Game Board Setup

x\_mark = " X "

o\_mark = " O "

blank = " "

# Setup and display board

print (boardRow0)

print (boardRow1)

print (boardRow2)

1. # Note: Numbers must be converted using the int() function

print ("Make a move…")

xORo = input("X or O =")

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

# The move can be added to a row as follows:

if (boardRow0[colMove] !=blank):

print ("Space has been taken. Try Again")

elif (boardRow1[colMove] !=blank):

print ("Space has been taken. Try Again")

elif (boardRow2[colMove] !=blank):

print ("Space has been taken. Try Again")

else:

if(rowMove==0):

boardRow0[colMove]=xORo

elif(rowMove==1):

boardRow1[colMove]=xORo

else:

boardRow2[colMove]=xORo

print (boardRow0)

print (boardRow1)

print (boardRow2)

1. User inputs that would be an invalid move:

* Putting inputs other that X or Y and 0, 1, and 2(names, other numbers, other alphabets)

Example:

[' ', ' ', ' ']

Make a move

X or Y = Azad

Row = 3

Col = 4

Traceback (most recent call last):

File "python", line 19, in <module>

IndexError: list assignment index out of range

1. # If statements can be used to check that the range of input values are correct

if (colMove > 2 ) :

print ("Column value must be between 0 to 2. Please try again")

if ((xORo != x\_mark ) and (xORo != o\_mark)) :

print ("Mark must be either X or O. Please try again")