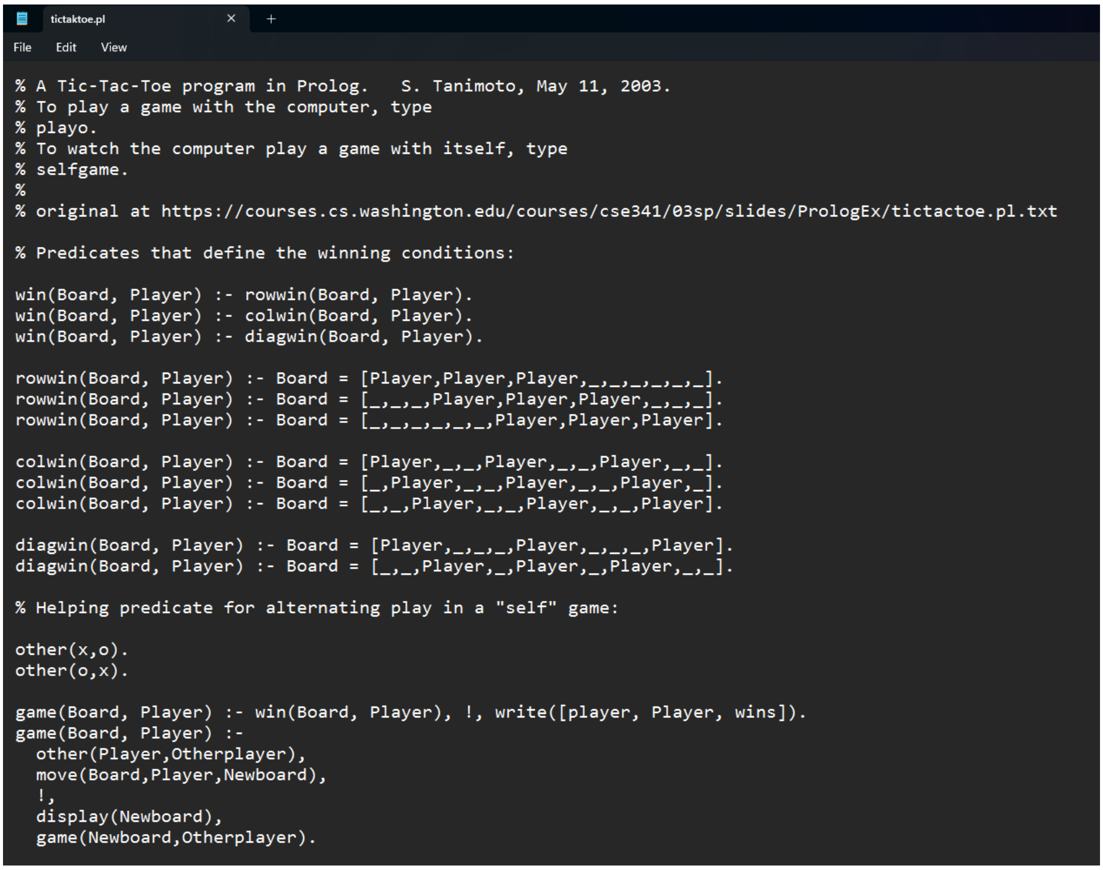
# PRACTICAL – 6 : Tic-Tac-Toe



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% A Tic-Tac-Toe program in Prolog.   S. Tanimoto, May 11, 2003.
% To play a game with the computer, type
% playo.
% To watch the computer play a game with itself, type
% selfgame.
%
% original at https://courses.cs.washington.edu/courses/cse341/03sp/slides/PrologEx/tictactoe.pl.txt

% Predicates that define the winning conditions:

win(Board, Player) :- rowwin(Board, Player).
win(Board, Player) :- colwin(Board, Player).
win(Board, Player) :- diagwin(Board, Player).

rowwin(Board, Player) :- Board = [Player,Player,Player,_,_,_,_,_,_].
rowwin(Board, Player) :- Board = [_,_,_,Player,Player,Player,_,_,_].
rowwin(Board, Player) :- Board = [_,_,_,_,_,_,Player,Player,Player].

colwin(Board, Player) :- Board = [Player,_,_,Player,_,_,Player,_,_].
colwin(Board, Player) :- Board = [_,Player,_,_,Player,_,_,Player,_].
colwin(Board, Player) :- Board = [_,_,Player,_,_,Player,_,_,Player].

diagwin(Board, Player) :- Board = [Player,_,_,_,Player,_,_,_,Player].
diagwin(Board, Player) :- Board = [_,_,Player,_,Player,_,Player,_,_].

% Helping predicate for alternating play in a "self" game:

other(x,o).
other(o,x).

game(Board, Player) :- win(Board, Player), !, write([player, Player, wins]).
game(Board, Player) :-
  other(Player,Otherplayer),
  move(Board,Player,Newboard),
  !,
  display(Newboard),
  game(Newboard,Otherplayer).
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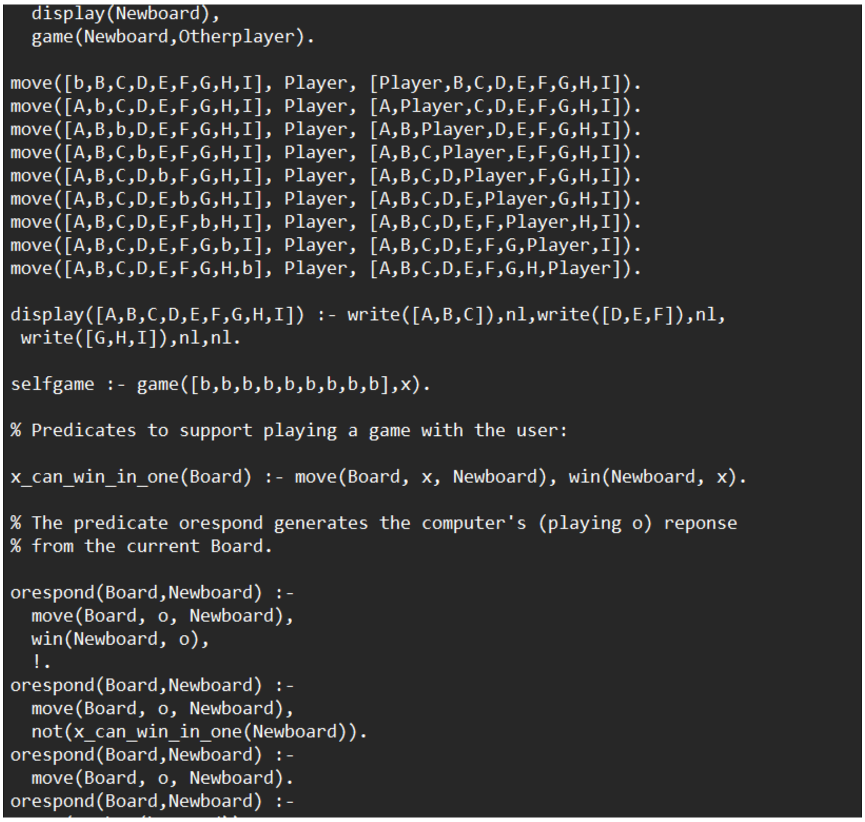

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  display(Newboard),
  game(Newboard,Otherplayer).

move([b,B,C,D,E,F,G,H,I], Player, [Player,B,C,D,E,F,G,H,I]).
move([A,b,C,D,E,F,G,H,I], Player, [A,Player,C,D,E,F,G,H,I]).
move([A,B,b,D,E,F,G,H,I], Player, [A,B,Player,D,E,F,G,H,I]).
move([A,B,C,b,E,F,G,H,I], Player, [A,B,C,Player,E,F,G,H,I]).
move([A,B,C,D,b,F,G,H,I], Player, [A,B,C,D,Player,F,G,H,I]).
move([A,B,C,D,E,b,G,H,I], Player, [A,B,C,D,E,Player,G,H,I]).
move([A,B,C,D,E,F,b,H,I], Player, [A,B,C,D,E,F,Player,H,I]).
move([A,B,C,D,E,F,G,b,I], Player, [A,B,C,D,E,F,G,Player,I]).
move([A,B,C,D,E,F,G,H,b], Player, [A,B,C,D,E,F,G,H,Player]).

display([A,B,C,D,E,F,G,H,I]) :- write([A,B,C]),nl,write([D,E,F]),nl,
 write([G,H,I]),nl,nl.

selfgame :- game([b,b,b,b,b,b,b,b,b],x).

% Predicates to support playing a game with the user:

x_can_win_in_one(Board) :- move(Board, x, Newboard), win(Newboard, x).

% The predicate orespond generates the computer's (playing o) reponse
% from the current Board.

orespond(Board,Newboard) :-
  move(Board, o, Newboard),
  win(Newboard, o),
  !.
orespond(Board,Newboard) :-
  move(Board, o, Newboard),
  not(x_can_win_in_one(Newboard)).
orespond(Board,Newboard) :-
  move(Board, o, Newboard).
orespond(Board,Newboard) :-
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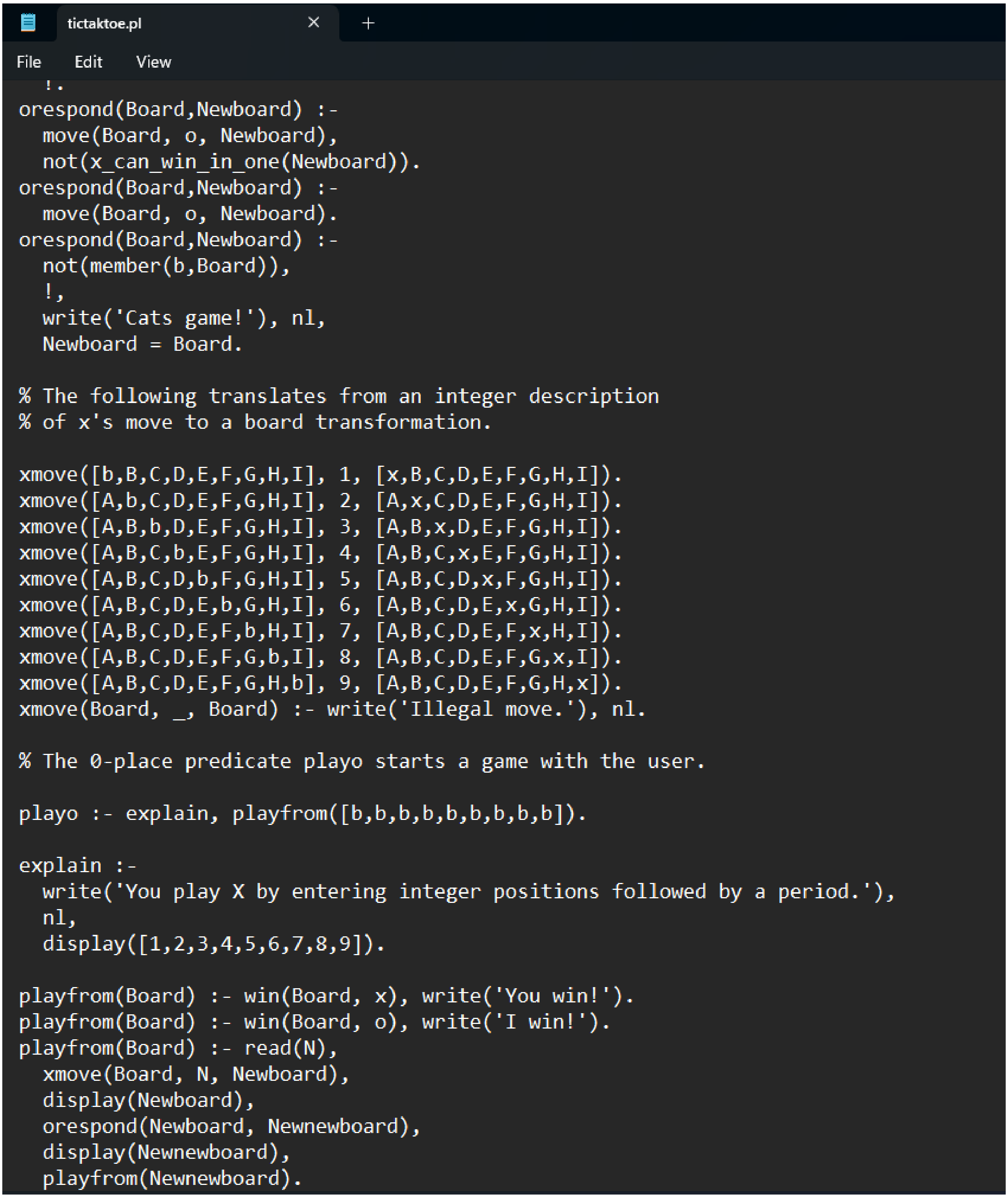

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  !.
orespond(Board,Newboard) :-
  move(Board, o, Newboard),
  not(x_can_win_in_one(Newboard)).
orespond(Board,Newboard) :-
  move(Board, o, Newboard).
orespond(Board,Newboard) :-
  not(member(b,Board)),
  !,
  write('Cats game!'), nl,
  Newboard = Board.

% The following translates from an integer description
% of x's move to a board transformation.

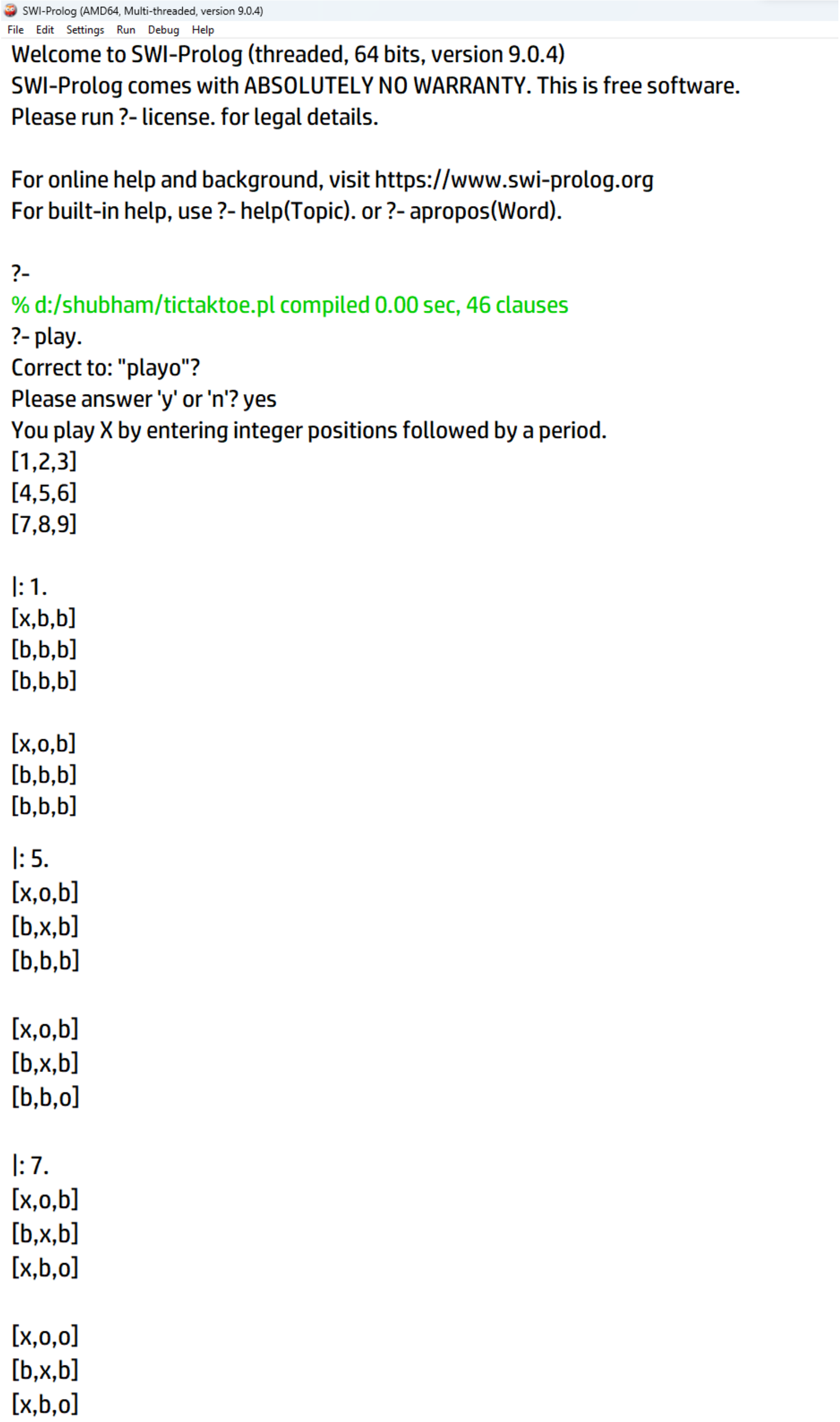
xmove([b,B,C,D,E,F,G,H,I], 1, [x,B,C,D,E,F,G,H,I]).
xmove([A,b,C,D,E,F,G,H,I], 2, [A,x,C,D,E,F,G,H,I]).
xmove([A,B,b,D,E,F,G,H,I], 3, [A,B,x,D,E,F,G,H,I]).
xmove([A,B,C,b,E,F,G,H,I], 4, [A,B,C,x,E,F,G,H,I]).
xmove([A,B,C,D,b,F,G,H,I], 5, [A,B,C,D,x,F,G,H,I]).
xmove([A,B,C,D,E,b,G,H,I], 6, [A,B,C,D,E,x,G,H,I]).
xmove([A,B,C,D,E,F,b,H,I], 7, [A,B,C,D,E,F,x,H,I]).
xmove([A,B,C,D,E,F,G,b,I], 8, [A,B,C,D,E,F,G,x,I]).
xmove([A,B,C,D,E,F,G,H,b], 9, [A,B,C,D,E,F,G,H,x]).
xmove(Board, _, Board) :- write('Illegal move.'), nl.

% The 0-place predicate playo starts a game with the user.

playo :- explain, playfrom([b,b,b,b,b,b,b,b,b]).

explain :-
  write('You play X by entering integer positions followed by a period.'),
  nl,
  display([1,2,3,4,5,6,7,8,9]).

playfrom(Board) :- win(Board, x), write('You win!').
playfrom(Board) :- win(Board, o), write('I win!').
playfrom(Board) :- read(N),
  xmove(Board, N, Newboard),
  display(Newboard),
  orespond(Newboard, Newnewboard),
  display(Newnewboard),
  playfrom(Newnewboard).
```


SWI-Prolog (AMD64, Multi-threaded, version 9.0.4)
File Edit Settings Run Debug Help

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Welcome to SWI-Prolog (threaded, 64 bits, version 9.0.4)
SWI-Prolog comes with ABSOLUTELY NO WARRANTY. This is free software.
Please run ?- license. for legal details.

For online help and background, visit https://www.swi-prolog.org
For built-in help, use ?- help(Topic). or ?- apropos(Word).

?-
% d:/shubham/tictaktoe.pl compiled 0.00 sec, 46 clauses
?- play.
Correct to: "playo"?
Please answer 'y' or 'n'? yes
You play X by entering integer positions followed by a period.
[1,2,3]
[4,5,6]
[7,8,9]

|: 1.
[x,b,b]
[b,b,b]
[b,b,b]

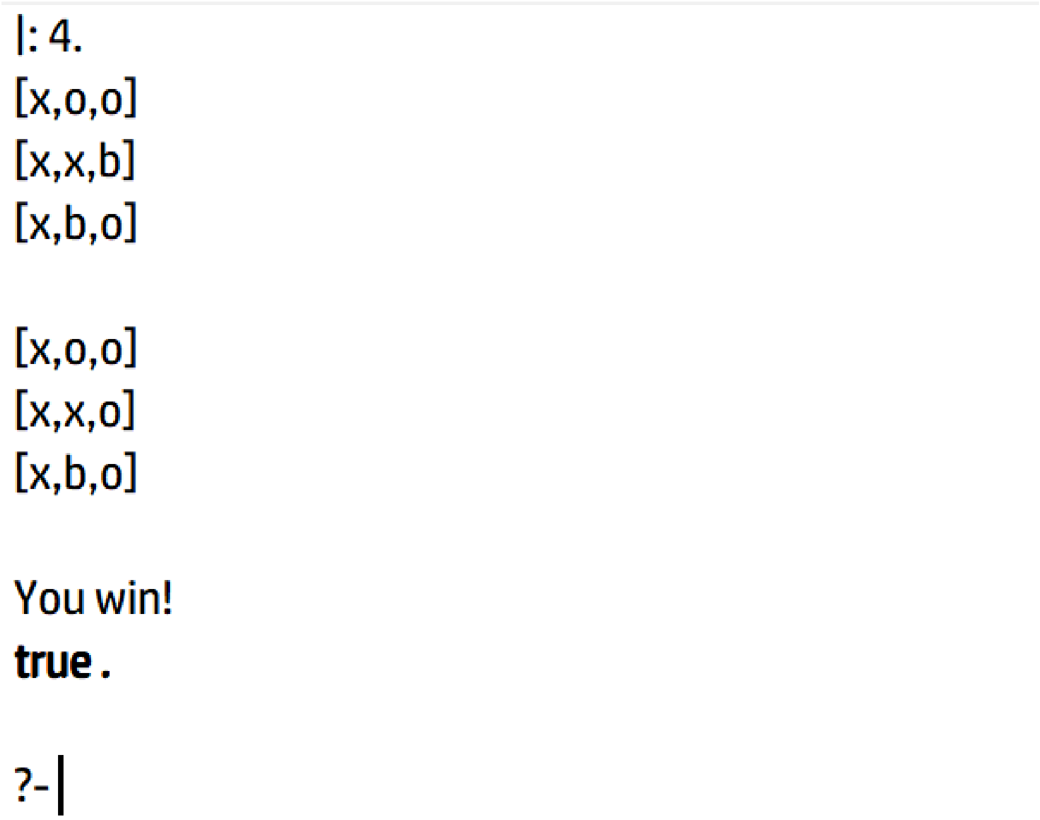
[x,o,b]
[b,b,b]
[b,b,b]

|: 5.
[x,o,b]
[b,x,b]
[b,b,b]

[x,o,b]
[b,x,b]
[b,b,o]

|: 7.
[x,o,b]
[b,x,b]
[x,b,o]

[x,o,o]
[b,x,b]
[x,b,o]
```



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|: 4.
[x,o,o]
[x,x,b]
[x,b,o]

[x,o,o]
[x,x,o]
[x,b,o]

You win!
true .

?-
```