## #CodeYork

Session 4: Two Player Games

### Recap

- Last time, we looked at:
  - Recursive definitions
  - Factorials
  - Palindromes
  - 0 ...

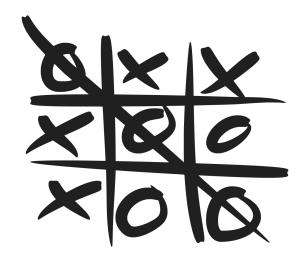
Questions? Speak up now!

## The Schedule

- 1. Introduction
- 2. Functions and Control
- 3. Recursion and Examples
- 4. Two Player Games

#### Tic-tac-toe

- Tic-tac-toe is a game for two players, X and O.
- Take turns marking the spaces in a 3×3 grid.
- The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row win.



Question: What's wrong with the picture?

### Representing the Game Board

A good board representation would be to use 2D arrays.

board[0][0]	board[0][1]	board[0][2]
board[1][0]	board[1][1]	board[1][2]
board[2][0]	board[2][1]	board[2][2]

```
[[None, None, None],
[None, None, None],
[None, None, None]]
```

## Course Website

https://york.gjcampbell.co.uk/

# "Thank goodness we don't have only serious problems, but ridiculous ones as well."

- Edsger Dijkstra

#### Thanks!

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