

# Assignment 5

## Task 1 - Read the code!

Take the code off the website, save it on your machine, and then open it up in Idle. Have a quick read through it, and make sure you understand roughly how it works, and how it's structured.

**Note:** The code won't work yet. It is your job in the later tasks to change this.

## Task 2 - Checking for a draw!

There are two areas in the code that need finishing in order for the game to work.

First you will be finishing the implementation of the ***is\_draw*** function. The current code returns false if either player has won. The other case is that neither player has won.

If the board is full, then you need to return true, because there's been a draw, but if the board is not full, then it's not a draw yet, so return false.

## Task 3 - Checking who's won!

The second thing that needs implementing is the ***has\_won*** function. You need to return true if the given player has won.

## Task 4 - Run the code!

You can run the code from idle with the *F5* key. Check it works correctly. If not, go back, and check your answers to tasks 2 and 3.

## Task 5 - Pretty printing!

The current code simply prints the 2D array out to the screen to represent the board. Now you will improve this by modifying the ***print\_board*** function to print something that actually looks like a real game board.