TIC TAC TOE

① initialize board directory as 1:' ' 2:' ' 3:' '
4:' ' 5:' ' 6:' '
7:' ' 8:' ' 9:' '

② def function printBoard
print the board

③ def function spaceFree
check board position if it is empty
return True

④ def function checkWin()
check if board1 == board2 & board[2] == board3 and
board 1 != ' '
return True
& Similiarly check for the second row if it true
return True
Similiarly check for the third row if it true
return True
Wiy check for diagonals if it is true
return True

Otherwise(else)
return false

⑤ def function checkdraw():
check if board[key] == ' ' the return false
else
return true

classmate
Date
Page

(6) def insertLetter
check if SpaceFree(position) is true do
board[position] = letter
printBoard(board)

if checkDraw()
print draw
Else if checkwin()
if letter == 'x'
print Bot wins
Else
Print youwin

(7) def playerMove()
take position from the player and
insert into the board
return

(8) def compMove():
initialize best score = -1000
initialize best Move = 0
check the box with letter 'o'
and dont Place into it
check for the possible place and place value 'x'
use MinMax Algorithm
to maximize the propability to win

(9) While not checkwin():
compMove()
playerMove()

State Space tree