

Week 12 Prolog List manipulation exercises.

1. Given a shuffled Deck of Cards (see week 3 lab). Deal 5 cards to two computer players and 5 cards to a human player and get the computer to play an intelligent game of 25s. See [here](#) for 25 rules.
2. Given a list representation for xs and o's devise a set of rules devised in week 3 represent the idea of Ranks on the 3x3 board.
3. Get a logical agent to choose the best square to move to based on the following rules
 - i. Blocking an opponents rank with two opponent pieces.
 - ii. Choose a winning scenario (in doing so you must also identify a winning scenario).
 - iii. Choose the best square to move to based on the following scoring heuristics

3	2	3
2	5	2
3	2	3