

1. What are the most challenging aspect of the coursework task?

Coding under the functions in which the code should be completed was one of the most difficult aspects of creating a Noughts and Crosses. This frequently entails making decisions about how to handle various scenarios, such as a draw, a win, or detecting invalid moves. It can also be difficult to ensure that the game's logic is correct and free of bugs. To ensure that the game works as intended, careful planning, testing, and debugging are required.

2. How did you go about completing the task?

I completed the task by first watching Code with Harry tutorials on YouTube. I also sought advice and assistance from some of my friends. I was able to understand the necessary conditions and functions to properly code the Noughts and Crosses game using a combination of these resources.

3. What have you learned over the course of completing this coursework task?

I learned several important things while working on the coursework task of creating a Noughts and Crosses game. To begin, I learned the value of breaking down a complex problem into smaller, more manageable pieces. I was able to better understand and solve each individual aspect of the game by organizing it into different functions. I also improved my research skills by using online resources such as YouTube (Code with Harry) to find answers to any questions I had. Finally, I developed a coding habit by devoting time and effort to this project until I was satisfied with the end result. All of these are valuable lessons that I can apply to future projects, both personal and professional and professional life.