Lab : 1

NAME:Ajay Sanjeevaiah Gonepuri ROLLNO: 02

CLASS: TY-IT-A BATCH: B1

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PROGARM: Tic-tac-toe- AI and non AI approach

**OUTPUT:**

x o 0

x 0 o

0 0 0

The Provided matrix looks like

x o 0

x 0 o

0 0 0

The 1D vector looks like

1 2 0 1 0 2 0 0 0

The index is 11232

Using of AI Techniques for best possible move

1 2 1 1 0 2 0 0 0 3

1 2 0 1 1 2 0 0 0 4

1 2 0 1 0 2 1 0 0 100

1 2 0 1 0 2 0 1 0 2

1 2 0 1 0 2 0 0 1 3

The possible move needs to be

1 2 0 1 0 2 1 0 0

With a score of 100