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Programming for IT – To Do List

11/30/20

1. Learn how to use tkinter to a basic level
2. Develop a window, learn to name it
3. Learn the button function for tkinter
4. Line the buttons into a 3 by 3 grid (rows, columns
5. Use button#[“text”] = “X” or “O” to assign letters to the button
6. Create an algorithm for the computer to detect winning moves for both itself and the user, block user winning moves
7. Create variable Click and assign it true or false (True = user’s move, False = Comp’s Move)
8. Algorithm to check for a win, this will run after every move
9. Variable to “detect” if board is full, this will be a tie