Post Lab 1:

Shape name: R1 Origin: X-coordinate: 3.0 Y-coordinate: 4.0 Black point Width: 6.0 Length: 5.0 Shape name: C1 Origin: X-coordinate: 13.0 Y-coordinate: 14.0 Green point Radius: 15.0 Shape name: R2 Origin: X-coordinate: 23.0 Y-coordinate: 24.0 Black point Width: 26.0 Length: 25.0 Shape name: C2 Origin: X-coordinate: 33.0 Y-coordinate: 34.0 Yellow point Radius: 35.0 Shape name: P1 Origin: X-coordinate: 43.0 Y-coordinate: 44.0 White point Width: 46.0 Length: 45.0 Height: 47.0 Shape name: P2 Origin: X-coordinate: 53.0 Y-coordinate: 54.0 Gray point Width: 56.0 Length: 55.0 Height: 57.0 Adding Rectangle, Circle, and Prism objects to the list... Showing information about objects added to the list: Shape name: C1 Origin: X-coordinate: 13.0 Y-coordinate: 14.0 Green point Radius: 15.0 Shape name: C2 Origin: X-coordinate: 33.0 Y-coordinate: 34.0 Yellow point Radius: 35.0 Shape name: P1 Origin: X-coordinate: 43.0 Y-coordinate: 44.0 White point Width: 46.0 Length: 45.0 Height: 47.0

Shape name: P2

Origin: X-coordinate: 53.0 Y-coordinate: 54.0

Gray point Width: 56.0 Length: 55.0 Height: 57.0

Shape name: R1 Origin: X-coordinate: 3.0

Y-coordinate: 4.0

Black point Width: 6.0 Length: 5.0

Shape name: R2 Origin: X-coordinate: 23.0 Y-coordinate: 24.0

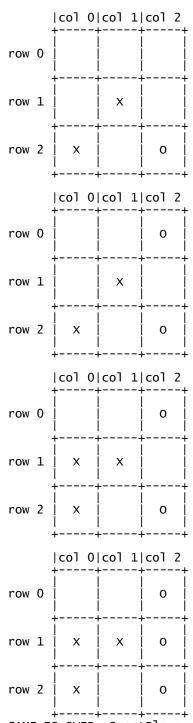
Black point Width: 26.0 Length: 25.0

Showing area, perimeter, and volume of objects in the list: The area, perimeter and volume of C1 are: 706.86, 94.25, 0.00 The area, perimeter and volume of C2 are: 3848.45, 219.91, 0.00 The area, perimeter and volume of P1 are: 12694.00, 182.00, 97290.00 The area, perimeter and volume of P2 are: 18814.00, 222.00, 175560.00 The area, perimeter and volume of R1 are: 30.00, 22.00, 0.00 The area, perimeter and volume of R2 are: 650.00, 102.00, 0.00

Post-Lab 2:

Random vs Smart:

```
Please enter the name of the 'X' player: RandomPlayer
What type of player is RandomPlayer?
1: Human
2: Random Player
  3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 2
Please enter the name of the 'O' player: SmartPlayer
What type of player is SmartPlayer?
  1: Human
2: Random Player
3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 4
     row 0
     row 1
     row 2
            |col 0|col 1|col 2
     row 0
     row 1
     row 2
            |col 0|col 1|col 2
     row 0
     row 1
     row 2
                               0
```



THE GAME IS OVER: SmartPlayer is the winner!

Human vs Blocking:

Please enter the name of the 'X' player: HumanPlayer

What type of player is HumanPlayer?

- 1: Human 2: Random Player
- 3: Blocking Player
- 4: Smart Player

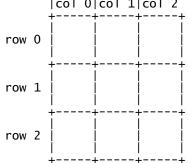
Please enter a number in the range 1-4: 1

Please enter the name of the 'O' player: BlockingPlayer

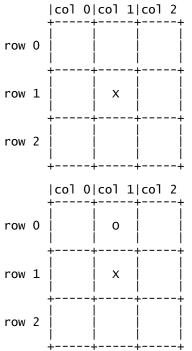
What type of player is BlockingPlayer?

- 1: Human 2: Random Player
- 3: Blocking Player 4: Smart Player

Please enter a number in the range 1-4: 3 |col 0|col 1|col 2



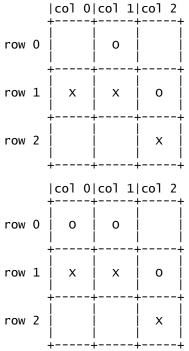
HumanPlayer, what row should you next X be placed in? HumanPlayer, what column should you next X be placed in?



HumanPlayer, what row should you next X be placed in? HumanPlayer, what column should you next X be placed in?

		col () col :	1 col 2	
row	0		0		
row	1	×	X		
row	2	- 	 -+		•
		•	•		
	_	col () col	1 col 2	
row	-	col (+ 	0 co1 : -+	1 col 2 -++ 	•
row	0 -	col (X	-+ !	1 col 2	-

HumanPlayer, what row should you next X be placed in? 2
HumanPlayer, what column should you next X be placed in? 2



HumanPlayer, what row should you next X be placed in?

HumanPlayer, what column should you next X be placed in?

HumanPlayer, what column should you next X be placed in?

	col 0	col 1	col 2
row O	0	0	x
row 1	x	х	0
row 2			x
	Τ		г
	col 0	col 1	col 2
row O	col 0 + 0	col 1 0	col 2
row 0	+	 	+

HumanPlayer, what row should you next X be placed in?
HumanPlayer, what column should you next X be placed in?

1

	col 0	col 1	co1 2
row 0	0	0	x
row 1	 x	х	0
row 2	 0	х	x
	+		+

Game ends in a draw!