

## **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

	col 0	col 1	col 2
row 0			
row 1			
row 2			

	col 0	col 1	col 2
row 0			
row 1			
row 2	X		

	col 0	col 1	col 2
row 0			
row 1			
row 2	X		O

	col 0	col 1	col 2
row 0			
row 1		x	
row 2	x		o

	col 0	col 1	col 2
row 0			o
row 1		x	
row 2	x		o

	col 0	col 1	col 2
row 0			o
row 1	x	x	
row 2	x		o

	col 0	col 1	col 2
row 0			o
row 1	x	x	o
row 2	x		o

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
row 0			
row 1			
row 2			

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

1

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

1

	col 0	col 1	col 2
row 0			
row 1		x	
row 2			

	col 0	col 1	col 2
row 0		o	
row 1		x	
row 2			

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

1

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

0

	col 0	col 1	col 2
row 0		o	
row 1	x	x	
row 2			

	col 0	col 1	col 2
row 0		o	
row 1	x	x	o
row 2			

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

2

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

2

	col 0	col 1	col 2
row 0		o	
row 1	x	x	o
row 2			x

	col 0	col 1	col 2
row 0	o	o	
row 1	x	x	o
row 2			x

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

0

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

2

	col 0	col 1	col 2
row 0	o	o	x
row 1	x	x	o
row 2			x

	col 0	col 1	col 2
row 0	o	o	x
row 1	x	x	o
row 2	o		x

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

2

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

1

	col 0	col 1	col 2
row 0	o	o	x
row 1	x	x	o
row 2	o	x	x

Game ends in a draw!