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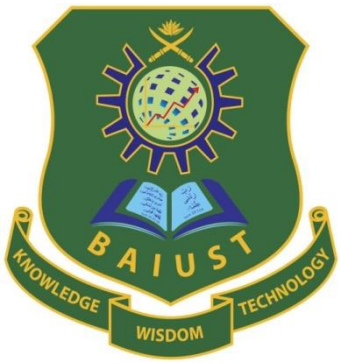

Department of Computer Science Engineering(CSE)

LAB REOPRT

Course Code : CSE-404

Course Title : Artificial Intelligence Sessional

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Submitted To:

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Objective: In this lab we implement a tiktaktoc game. In this lab we know about how to implement tiktaktoc game.

Introduction: Ticktack is a game in which two players participate and draw a '0' or 'X' in a square of a grid consisting of nine squares.

Method: We use many functions to implement this tiktaktoc game.
Now I describe the method of functions:

def insertLetter (letter, pos): Here we define this function as **'insertLetter'** and the parameter of the function is **'letter and pos (position**)'. We define functions in this code so that we place letters on the board and in positions.

def spaceFree (pos): Here we define **'spaceFree'** and the parameter is **'pos (position)'.** We define this function so that we can confirm the location for the location. In this function, we can keep the letter if the condition is true

def printBoard (board): We define this function for board printing so that we can play games.

def isWinner (bo, le): Here we define the function '**isWinner'** and the parameters are bo (board), le (letter). We use this function to see in which combination we get the winning combination.

Diff PlayerMove: We use this function to see how long the player lasts. In this function we use try and except

def compMove: We use this function to check how many times the computer moves. But there is a difference between **'Playmov'** function and **'Compmov**' function. An additional function is required in 'CompMove'. Then we move back to verify where we are.

Cornersopen: With this function we check the corners. First we check the corners then check the middle space. Then we check the corners again. If we fill the 1st corner then the chances of winning are high.

SelectRandom: We use this function so that we can place any value in any random place.

def isBoardFull (board): We use this function to check if the board is full.

def main: This is the main function. In this function we will try to show the board. The board will call from the **'printBoard'** function. In this function we call the **'isBoardFull (board)'** function twice**.** Once for the computer, once for the player.

Discussion: In this lab, we know about a game that is tiktaktoc game. It's a simple game to play but it's implementation is not as easier as we think, in this lab we came to know how to implement a game. So This is very helpful to us.In future we can easily implement another simple game.