Logo

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AI201

Fall 2022/2023

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**Classes**

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**Methods of class *Borad***

***def \_\_init\_\_***  
Constructor for the class it initialize the x/o board

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**Shows the board to the player**

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**Changes the player who plays and evaluates if there is a winner after last move or not**

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**Checks for a winner by checking the board matrix in different dimensions**

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**Methods of class *Player***

Constructor that lets the computer take either X or O

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**Applys the minmax algorithm to the computer to make the best move**

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**Finds the best move and return the score and the depth of layers took to find it**

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Demonstration on how minimax algorithm works in the game :

