* Name : Mohamed Atef Zaki Ahmed Elmaghrabi
* ID : 20211082

Tic TAC Toe pseudo code

Declare list Board [0,0,0,

0,0,0

0,0,0]

Declare variable first player = even

displaying board function

Declare display function

Display'|', Board [0], '|', Board[1], '|', Board[2], '|')

Display ('|', Board[3], '|', Board[4], '|', Board[5], '|')

Display'|', Board [6], '|', Board[7], '|', Board[8], '|')

Declare moving function with two parameters (M,

if Board[M2-1] == 0:

Board [M2-1] = M1

Else

Assign current player = First player

turn(current player)

return false

Recall Display Board function

Declare odd function has two parameters (M,M2)

Check for odd number

If even return player to enter to enter odd number assign his value in variable M

Declare even function has two parameters (M,M2)

Check for even number

If odd return player to enter to enter odd number assign his value in variable M

Declare check for winning function

if (Board[0] + Board[1] + Board[2] == 15 or

Board[0] + Board[3] + Board[6] == 15 or

Board[1] + Board[4] + Board[7] == 15 or

Board[3] + Board[4] + Board[5] == 15 or

Board[2] + Board[5] + Board[8] == 15 or

Board[6] + Board[7] + Board[8] == 15 or

Board[0] + Board[4] + Board[8] == 15 or

Board[2] + Board[4] + Board[6] == 15):

Display First player variables as a winner

return True

else

return False

declare take turns function

Display ('its ' + variable + ‘ turn'

M = Input the number from even or odd player

M2 = Input the number of the place the even or odd player wants to play in

if First player == 'even':

even(M, M1)

else:

odd(M, M1)

some Game instructions.

Display (" welcome To TIC TAC TIE numbers")

Display ("EVEN PLAYER IS ALLOWED TO USE ONLY EVEN NUMBERS")

Display ("ODD PLAYER IS ALLOWED TO USE ONLY ODD NUMBERS")

Display("the player with the even numbers start")

Displaying game board

Making while loop to check for wining and taking turns

While True

turn First player

if winner

else

if First player == 'even' : First player = 'odd'

else

First player = even