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**Algorithm 1** myAIAAlgorithm

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**Input** List<positionTicTacToe> *board*, int *player*

**Return** positionTicTacToe *myNextMove*

**procedure** MYAIALGORITHM(*board*, *player*)

    initialization

$winMove \leftarrow getWinMove(player)$  ▷ If we have a win move

**if** *winMove* exists **then**

**return** *winMove*

$forceMove \leftarrow getForceMove(player)$  ▷ If we have a force move

**if** *forceMove* exists **then**

**return** *forceMove*

$coreMove \leftarrow getFirstTwoSteps(player)$  ▷ Occupy the strongest points

**if** *coreMove* exists **then**

**return** *coreMove*

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