

| - Constitution | DATE: |
|----------------|---|
| | Tic Tac Toe |
| Note pathern | overlant to be ! |
| | Stept: Create a 3x3 matrix and initilize |
| | all the claments to empy using '- |
| in the second | Stopa: Carate a junction to check the winner |
| manage a | Step 3: And create 3 more junction |
| | check rown |
| | 2) check Column |
| - | 3) check Diagoternal |
| 1 | if has the of one value return winner |
| | also none |
| - | Stepu: Function to check whether the |
| A 15 | board is jull or not |
| | print: Draw |
| | Step 5: Create another else: false |
| - | Juntion Choice called vandom choice |
| | and main junction tic-tac toec |
| n | S6: I human plays turn ("x") Prompt the player to enter row & Column |
| | Trompt the player to enter you & Column |
| | elle. |
| | If the coumbuter's turn ("O") it randomly picks |
| | S7: Call the respective hunchion to declare Whatton |
| | the game is draw of successful a errol |
| | On Comment of College of Prior |
| | A second and a second a second and a second |
| 12.0 | r vi 1 . & C i) 7. II y II de s |
| 0 | 0 1 |
| La . | Table Salvas Salvas Lines Continue |
| | 0 1101201 201 201 201 |
| . 1 | to I (E) sonor mi to " " H. hand () I do |
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| | |

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| | import nandom | |
|-------|--|--|
| 11 | det point-board (board): | |
| | t jar row in board: | _ |
| ١ | point ("linioin (xow)) | |
| | point ("-" + 9) to les (no estare | |
| | de check winner (board): | |
| | # chock shed (8 | STATE OF THE STATE |
| | fol in range (3): | |
| -12 | ig board (i] [0] == board [i] [1] == board | |
| | \$ man uto (:][2] !=""; | |
| , . | i contrato | |
| | y board [0] [i] == board [1][i] == board(2][i] | |
| 1 | word tring | |
| | scheno board [O]Ci] | |
| | iy board[0][0] == board[1][1] == board[2][2] | |
| | read unt sit and any men of = har: | |
| | John Soard [0] [0] | |
| 127 | ig board [0][2] == board[i][i] == board[2][o] | <u>a</u> |
| | atte ! = " : | |
| 100 | return board [0.7[27] | |
| 2 | return None | |
| . < 0 | dej intelleboard) in the second blugger in telle | |
| | roturn all Call !="" for flow in board | |
| | jos cell in row | |
| | des get computer moue (board): | |
| | empty cells = [(i, j) por q i in range(3) po j in range(3) y board[i][j]==" | |
| | return random choice (empty cells) | , |
| | | |
| | oley tic-tac-toe ():1 | |
| | board = [[" " jol_ in range (3)] fot_in range | |
| | (3) | |

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| | T DATE : |
| | |
| | current player = " " " |
| | Computer_player="0" |
| | while True: |
| | |
| | print board (board) |
| 100 | y current-player =: "x": |
| 235 | TOW: int (input ("Player x, enter the row (0-2):")) |
| | the row (0-2):)) |
| | col = int (infaut ("Player x, enter the column (0-2):")) |
| | the column(0-2):")) |
| | elje: |
| | print ("computer's turn") |
| 1 | |
| | Tow, col = get - computer mone(base |
| | print (f" computer chooses row |
| | Front, Column & Col 3") |
| | |
| | ij board [row][col]=="": |
| 365 | board (row) [col]: award play |
| | else: |
| 第 | print (" cell is already taken! |
| | print (" cell is already taken! Try again") |
| | Continue |
| | Corrinta |
| | winner = check winner (board) |
| | y winner: |
| | print_board (board) |
| | print (f" Player ? win ner ? win !") |
| E | break |
| | ig is full (board): |
| | Print board (board) |
| | |
| | point ("It's a fie!") |
| | break |
| | ig current-player = computer_player ig current-player == "x" else "x" |
| | is current-places == "x" elso "x" |
| | & Total |
| - 11 | |

| | FAGE 1 | PAGE: DATE: |
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| | | |
| | ij - name _ == " - main_": | - (- |
| | tic_tac_toe() | saturday of |
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| y | don't | |
| A CK + DIO! | interior Player = (prophythe | |

```
PS C:\1BM23CS416> & C:/Python312/python.exe c:/1BM23CS416/tictactoe.py
Player X, enter the row (0-2): 0
Player X, enter the column (0-2): 1
 | X |
  1 1
Computer's turn...
Computer chooses row 2, column 2
 | X |
 1 10
Player X, enter the row (0-2): 0
Player X, enter the column (0-2): 1
Cell is already taken! Try again.
  | X |
  1 0
Player X, enter the row (0-2): 0
Player X, enter the column (0-2): 2
  | x | x
  1 10
Computer's turn...
Computer chooses row 1, column 2
  | x | x
  1 0
 | |0
Player X, enter the row (0-2): 0
Player X, enter the row (0-2): 0
Player X, enter the column (0-2): 0
\mathbf{x} \mid \mathbf{x} \mid \mathbf{x}
 1 10
Player X wins!
PS C:\18M23C5416>
```