Artificial Intelligence Lab
Lab 1 Manual

[Submit your source file only
Name your file like this "regno1_regno_2_lab1.cpp/py/c/java"]
***Report to me when you've completed any checkpoint*

Task:

Design an intelligent agent that can play tic-tac-toe optimally with you.

Checkpoint 0: 10%

Write a function that takes as input one point as `(row, col)` and prints the whole board with the existing condition. You may use `'X'` and `'O'` for the moves.

Checkpoint 1: 10%

Give an optimal move when most/all of the spaces are blank.

Checkpoint 2: 25%

Be able to make an optimal move that can eventually lead to the winning move, creating two matches.

Checkpoint 3: 25%

The agent can detect the winning step of the opponent and make the appropriate move to defend it.

Checkpoint 4: 30%

The agent will be able to detect its own winning step and make the right move.