**CHECKERS CS101**

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REPORT:

Conditions for Winning:-

1. Opponent can't move.

2. Opponent has lost all his pegs.

3. Your 3 pegs have reached the end of the board before your opponent.

How to play?

White peg: User

Black peg: Computer

User moves first.

The select peg is highlighted.

Working of Computer:

1.Checks for a kill move, if available does it.

2.Checks for a valid move in a sequence, if kill not available, does it.

3. If Computer cant move, you automatically win. Click to close the window.