Gamelogic module

class Gamelogic.**Tictactoe**   [source]

>   Bases: **object**

>   Class for Tictactoe logic.

>   > **Note:**
>   >
>   > This game is a 3x3 board with two players and it can save only the last three movements of
>   > every player.

>   **ai_player_move()**   [source]

>   >   Make a movement in the board of the ai :returns: boolean – If the movement of the ai is allowed
>   >   and registered

>   **get_state()**   [source]

>   >   Get board matrix as array :returns: list – array with board symbols with 8 elements, they can be
>   >   "x" "o" or " "

>   *property* **is_win**

>   >   Check if one player won :returns: boolean – If one of the players won. False= Player 0 won, True=
>   >   Player 1 won, None = no one won yet.

>   **reset()**   [source]

>   >   Reset the mark boards

>   **step**(*mark_, i*)   [source]

>   >   Make a step in the board position i for a certain player

>   > | Parameters: | • **mark** – mark of the player to play 0 = "x" and 1 ="o" |
>   > | | • **i** – position in the board array 0-8. |
>   > | Returns: | boolean – If the movement is allowed and registered |

Gamelogic.**print3**(*s*)   [source]

>   Print the board array as a matrix.