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Roll no: 9562
TE Comps A
                                       AI Experiment no. 1
Code:
import java.util.Scanner;
public class TicTacToeBruteForce {
  private static int[][] moveTable = new int[(int) Math.pow(3, 9)][9];
  private static void initializeMoveTable() {
     for (int i = 0; i < Math.pow(3, 9); i++) {
       int[] ternary = convertToTernary(i);
       for (int j = 0; j < 9; j++) {
          moveTable[i][j] = ternary[j];
       }
     }
  }
  private static int[] convertToTernary(int decimal) {
     int[] ternary = new int[9];
     for (int i = 8; i >= 0; i--) {
       ternary[i] = decimal % 3;
       decimal = 3:
     return ternary;
  }
  private static int convertToDecimal(int[] ternary) {
     int decimal = 0;
     for (int i = 0; i < 9; i++) {
       decimal = decimal * 3 + ternary[i];
     return decimal;
  private static void printBoard(int[] board) {
     System.out.println("----");
     for (int i = 0; i < 3; i++) {
       System.out.print("| ");
       for (int j = 0; j < 3; j++) {
          int index = i * 3 + j;
          char symbol = (board[index] == 1) ? 'X' : ((board[index] == 2) ? 'O' : ' ');
          System.out.print(symbol + " | ");
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System.out.println();
       System.out.println("-----");
  }
  private static boolean isValidMove(int[] board, int row, int col) {
    int index = row * 3 + col;
     return board[index] == 0;
  }
  private static void playerMove(int[] board, Scanner scanner) {
     int row, col;
     do {
       System.out.println("Enter your move (row and column, separated by space): ");
       row = scanner.nextInt() - 1;
       col = scanner.nextInt() - 1;
     } while (!isValidMove(board, row, col));
     int index = row * 3 + col;
     board[index] = 1; // Player move ('X')
  }
  private static void computerMove(int[] board) {
     int decimal = convertToDecimal(board);
    int[] moveVector = moveTable[decimal];
    for (int i = 0; i < 9; i++) {
       if (moveVector[i] == 0) {
          board[i] = 2; // Computer move ('O')
         return;
       }
     }
  }
  private static boolean isGameOver(int[] board) {
     return checkWin(board, 1) || checkWin(board, 2) || isBoardFull(board);
  }
  private static boolean checkWin(int[] board, int symbol) {
    // Check rows, columns, and diagonals for a win
     for (int i = 0; i < 3; i++) {
       if (board[i * 3] == symbol && board[i * 3 + 1] == symbol && board[i * 3 + 2] ==
symbol ||
          board[i] == symbol \&\& board[i + 3] == symbol \&\& board[i + 6] == symbol) {
         return true;
```

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}
  }
  if (board[0] == symbol \&\& board[4] == symbol \&\& board[8] == symbol ||
     board[2] == symbol && board[4] == symbol && board[6] == symbol) {
     return true;
  return false;
private static boolean isBoardFull(int[] board) {
  for (int cell : board) {
    if (cell == 0) {
       return false; // Board is not full
     }
  return true; // Board is full (draw)
public static void main(String[] args) {
  Scanner scanner = new Scanner(System.in);
  initializeMoveTable();
  int[] board = new int[9];
  int currentPlayer = 1; // Player always plays as 'X'
  while (!isGameOver(board)) {
     printBoard(board);
    if (currentPlayer == 1) {
       playerMove(board, scanner);
       computerMove(board);
    currentPlayer = 3 - currentPlayer; // Switch player (1 to 2 or 2 to 1)
  }
  printBoard(board);
  if (checkWin(board, 1)) {
     System.out.println("Congratulations! You win!");
  } else if (checkWin(board, 2)) {
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System.out.println("Computer wins! Better luck next time.");
} else {
    System.out.println("It's a draw! The game is over.");
}
scanner.close();
}
```

Output:

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12
10 | x | 0 |
Enter your move (row and column, separated by space):
10 | x | 0 |
Enter your move (row and column, separated by space):
10 | x | 0 |
Congratulations! You win!
PS C:\Users\Windows\Desktop\java>
```