

Code 1 - Output Screenshot for Monte Carlo with UCT playout policy

```
|----- WELCOME TO TIC TAC TOE -----|
You are X while the Computer is O

It is your turn
Enter the x-coordinate [0-2]: 1
Enter the y-coordinate [0-2]: 1
_ _ _
_ X _
_ _ _

The computer is playing its turn
O _ _
_ X _
_ _ _

It is your turn
Enter the x-coordinate [0-2]: 2
Enter the y-coordinate [0-2]: 0
O _ _
_ X _
X _ _

The computer is playing its turn
O _ O
_ X _
X _ _
```

```
It is your turn
Enter the x-coordinate [0-2]: 0
Enter the y-coordinate [0-2]: 1
O X O
_ X _
X _ _

The computer is playing its turn
O X O
_ X _
X O _

It is your turn
Enter the x-coordinate [0-2]: 1
Enter the y-coordinate [0-2]: 0
O X O
X X _
X O _

The computer is playing its turn
O X O
X X O
X O _
```

```
It is your turn
Enter the x-coordinate [0-2]: 2
Enter the y-coordinate [0-2]: 2
O X O
X X O
X O X
It's a tie.
```

Code 2 - Output Screenshot for Random Monte Carlo with no playout policy

```
|----- WELCOME TO TIC TAC TOE -----|
You are X while the Computer is O

It is your turn
Enter the x-coordinate [0-2]: 1
Enter the y-coordinate [0-2]: 1
- X -
- - -

The computer is playing its turn
(7: {'sum': -95, 'count': 206}, 8: {'sum': -129, 'count': 294}, 6: {'sum': -148, 'count': 328}, 2: {'sum': -128, 'count': 279}, 0: {'sum': -141, 'count': 258}, 3: {'sum': -128, 'count': 287}, 1: {'sum': -165, 'count': 228}, 5: {'sum': -113, 'count': 208})
- X -
O - -

It is your turn
Enter the x-coordinate [0-2]: 0
Enter the y-coordinate [0-2]: 0
X - -
O - -

The computer is playing its turn
(2: {'sum': -38, 'count': 132}, 3: {'sum': -97, 'count': 127}, 8: {'sum': -788, 'count': 1088}, 7: {'sum': 59, 'count': 318}, 5: {'sum': -73, 'count': 135}, 1: {'sum': -209, 'count': 208})
X - -
O O -

It is your turn
Enter the x-coordinate [0-2]: 2
Enter the y-coordinate [0-2]: 2
X - -
- X -
O O X
You have won!
```