Strategy CHANGE

Input: x[t][c], $1 \leq t \leq T$ (999), $1 \leq c \leq 3$

Countcar = 0

Countgoat = 0

For t = 1 to T do

g = random(1, 3) // select a door

case 1: x[t] == (1, 0, 0)

if g == 1 then return a goat

// the host opens door 2 or door 3, the guest chooses door 3 or door 2,
result is a goat

if g == 2 then return a car

Countgoat = Countgoat +1

// the host opens door 3, the guest chooses door 1,
result is a car

if g == 3 then return a car

Countcar = Countcar +1

// the host opens door 2, the guest chooses door 1,
result is a car

case 2: x[t] == (0, 1, 0)

if g = 2 then return a goat

Countgoat = Countgoat +1

// the host opens door 1 or door 3, the guest chooses door 3 or door 1,
result is a goat

if g == 1 then return a car

Countcar = Countcar +1

// the host opens door 3, the guest chooses door 2,
result is a car

if g == 3 then return a car

Countcar = Countcar +1

// the host opens door 1, the guest chooses door 2,
result is a car

case 3: x[t] == (0, 0, 1)

if g == 3 then return a goat

Countgoat = Countgoat +1

// the host opens door 1 or door 2, the guest chooses door 2 or door 1,
result is a goat

if g == 1 then return a car

Countcar = Countcar +1

```
        // the host opens door 2, the guest chooses door 3,
           result is a car
        if g == 2 then return a car
                              Countcar = Countcar +1
        // the host opens door 1, the guest chooses door 3,
           result is a car
print (Countcar, Countgoat)
```