1. What are the most challenging aspect of the coursework task?

   The most challenging aspect of the task was to implement the computer's move in the game of Noughts and Crosses. The "choose_computer_move" function required me to use algorithms and decision-making strategies to choose the optimal move for the computer player. This was a challenge because it required me to think creatively and come up with a solution that could beat a human player.

2. How did you go about completing the task?

   I approached the task by first studying the requirements for each function and understanding the overall structure of the game. I then started working on each function one by one, testing and debugging each one as I went along. I also made use of existing resources such as online tutorials and examples to help me understand some of the more challenging aspects of the task, such as the choose_computer_move function.

3. What have you learned over the course of completing this coursework task?

   Completing this task has helped me improve my skills in problem-solving and algorithmic thinking. I have also learned how to write code that interacts with the user and how to store and retrieve data from files. Additionally, I have learned the importance of testing and debugging code thoroughly to ensure that it works as expected. Overall, I feel that this task has helped me to develop a deeper understanding of programming concepts and the process of creating a complete program from start to finish.