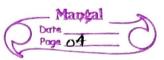
def checkDagnes:
sideson all board [Key] != 'for key in board kupe)
der Pagentletten (detten, pogition):
of spacetimee (pagidion):
boond [pagition] = Jetten
priat Board (board)
if check Donaw():
Paint ('Imami') taing
estif checkwinci:
of leittes = = 'x']
paint ('Bot Wing!')
edge:
porat ('You Win!')
กะโบกก
print ('Pogition token, please pick different
pogidion')
pogition = int(input ('Enter new pogition: '))
ingest ledden (ledles, pogition)
player = '0'
be $f = x'$
def playen Move ():
pogition = int (input ('Enter pogition four 0: ')
ingeort letter (player, pogition).
def commence
det (ampstove()
begit Score = -1000
begt Move = 0
for key in board, kyec):



If boomed [Key] == '':
board [ Key ] = boit
Score = minimax (boood, Falge)
boond [Rey]=11
 of score > bookscore:
 beat Scome = Scome
 begit Move = Key
 ingenut Letten Chart, begit Move)
 det minimax (boond, ig Maximizing):
if chek Move Fordwin (boit):
Jeduan 1
ed?f check Move Food Min (player):
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for key in board. Kyg ():
If boond [loy] = = ":
board [Ky] = bot
Score = minimax (broad, Falge)
board [Ky] = ''
begit Scoone = max (Scoone, begit Scoone)
outurn beatscome
edge 3
begt Scoole = 1000
for Ky?n board. Kye():
if board [ky] = 11:
board [Ky] = player
Slovie = minimax (boood, Town)
board [1cy] = 1'



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	board, [Key] = bot										
	Scoone = minimax (boood, Fadge)										
	boomd [184]=11										
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¥ -	det minimax (boomd, ig Maximizing):										
	If chek Move Form Win (boil):										
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	elif check Dimonu ():										
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	for Key Pa board. Kuys ():										
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	if board [kyd = 11]										
	board [Ky] = player										
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	board [ley] = 1.										
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