Detail Design: Place Piece

FUNCTION placePiece()

IF AI game piece is O

The enemy game piece is X

ELSE

Enemy game piece is O

SWITCH (difficulty)

CASE easy

BREAK

CASE medium

BREAK

CASE hard

Set AI to hard

BREAK

FUNCTION findCell(numNull)

{

Create a cell object called returnable and initialized to null

FOR i < 5

{

FOR ii < 5

{

IF numNull equals 0

{

Returnable equal the cell

RETURN returnable

}

Decrease numnull by 1

END FOR

}

END FOR

}

RETURN returnable

}

FUNCTION flipPiece()

IF flippingPiece is O

FlippingPiece equals X

ELSE

flippingPiece equals O