**Group Member 1. Name**- Vivek Singh **Reg. No**.11905241 **Roll No.**55

**2. Name**- Ranvir Paul **Reg. No**.11802385 **Roll No**.39

**Project Name**-Tic Tac Toe

**Section:** K18GX

import numpy as np

import random

from time import sleep

def create\_board():

return(np.array([[0, 0, 0], [0, 0, 0], [0, 0, 0]]))

def possibilities(board):

l = []

for i in range(len(board)):

for j in range(len(board)):

if board[i][j] == 0:

l.append((i, j))

return(l)

def random\_place(board, player):

selection = possibilities(board)

current\_loc = random.choice(selection)

board[current\_loc] = player

return(board)

def row\_win(board, player):

for x in range(len(board)):

win = True

for y in range(len(board)):

if board[x, y] != player:

win = False

continue

if win == True:

return(win)

return(win)

def col\_win(board, player):

for x in range(len(board)):

win = True

for y in range(len(board)):

if board[y][x] != player:

win = False

continue

if win == True:

return(win)

return(win)

def diag\_win(board, player):

win = True

y = 0

for x in range(len(board)):

if board[x, x] != player:

win = False

win = True

if win:

for x in range(len(board)):

y = len(board) - 1 - x

if board[x, y] != player:

win = False

return win

def evaluate(board):

winner = 0

for player in [1, 2]:

if (row\_win(board, player) or

col\_win(board,player) or

diag\_win(board,player)):

winner = player

if np.all(board != 0) and winner == 0:

winner = -1

return winner

def play\_game():

board, winner, counter = create\_board(), 0, 1

print(board)

sleep(2)

while winner == 0:

for player in [1, 2]:

board = random\_place(board, player)

print("Board after " + str(counter) + " move")

print(board)

sleep(2)

counter += 1

winner = evaluate(board)

if winner != 0:

break

return(winner)

print("Winner is: " + str(play\_game()))