

```
1  /**
2     ComputerPlayer is the AI client for computer,
3     user can play with this "smart" computer.
4  */
5
6  class ComputerPlayer
7  {
8      public static int [] makeMove(int board [] [], int turn)
9      {
10         int square = 5;
11         int move [] = new int [2];
12
13         if(turn==1) // first move is to get 5
14         {
15             square = 5;
16             move = Convert(square);
17             return move;
18         }
19
20         move = randomMove(board); // make a random move.
21         return move;
22     }
23
24     public static int [] randomMove(int board [] [] )
25     {
26         int move [] = new int [2];
27         int randomRow;
28         int randomCol;
29
30         while(true)
31         {
32             randomRow = (int) (Math.random()*3 );
33             randomCol = (int) (Math.random()*3 );
34             if(board [randomRow] [randomCol] == 0)
35                 break;
```

```
36     }
37     move [0] = randomRow;
38     move [1] = randomCol;
39
40     return move;
41 }
42
43 // Convert will convert square (1-9) into a row and column
44 public static int [] Convert(int square)
45 {
46     int move [] = new int [2];
47
48     if(square == 1) {move [0] = 0; move[1] = 0;}
49     else if(square == 2) {move [0] = 0; move[1] = 1;}
50     else if(square == 3) {move [0] = 0; move[1] = 2;}
51     else if(square == 4) {move [0] = 1; move[1] = 0;}
52     else if(square == 5) {move [0] = 1; move[1] = 1;}
53     else if(square == 6) {move [0] = 1; move[1] = 2;}
54     else if(square == 7) {move [0] = 2; move[1] = 0;}
55     else if(square == 8) {move [0] = 2; move[1] = 1;}
56     else if(square == 9) {move [0] = 2; move[1] = 2;}
57
58     return move;
59 }
60 }
61
```