Module B.4 – Level 1 Answers

1. # Definitions of the Game Board Setup

x\_mark = " X "

y\_mark = " Y "

blank = " "

boardRow1 = [blank,blank,blank]

boardRow2 = [blank,blank,blank]

boardRow = [blank,blank,blank]

# Setup and display board

print (boardRow)

print (boardRow1)

print (boardRow2)

1. # Note: Numbers must be converted using the int() function

print ("Make a move…")

xORy = input("X or Y =")

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

# The move can be added to a row as follows:

if (boardRow[colMove] !=blank):

print ("Space has been taken. Try Again")

elif (boardRow1[colMove] !=blank):

print ("Space has been taken. Try Again")

elif (boardRow2[colMove] !=blank):

print ("Space has been taken. Try Again")

else:

if(rowMove==0):

boardRow[colMove]=xORy

elif(rowMove==1):

boardRow1[colMove]=xORy

elif(rowMove==2):

boardRow2[colMove]=xORy

else:

print ("Invalid Move. Try Again")

print (boardRow)

print (boardRow1)

print (boardRow2)

1. The user inputs that can make an invalid move by putting in a number larger than 2 or putting in something else than X or Y when asked.

For example, the following gives an error:

[' ', ' ', ' ']

[' ', ' ', ' ']

[' ', ' ', ' ']

Make a move…

X or Y = Potato

Row = 3

Col = 4

1. # If statements can be used to check that the range of input values are correct

if (colMove > 2 ) :

print ("Column value must be between 0 to 2. Please try again")

if ((xORy != x\_mark ) and (xORy != y\_mark)) :

print ("Mark must be either X or Y. Please try again")