

```
In [10]: # Solve(position) → { win, tie, lose, draw }
def Solve(position):
    if PrimitiveValue(position) == 'not_primitive':
        for move in GenerateMoves(position):
            if Solve(DoMove(position, move)) == 'lose':
                return 'win'
        return 'lose'
    return PrimitiveValue(position)
```

```
In [ ]:
```

```
In [1]: %run Solver.ipynb
```

```
In [2]: GAMENAME = '10-to-0-by-1-or-2'
STARTING_POS = 10
POSSIBLE_MOVES = {1, 2}
PRIMITIVE_POS = 0
```

```
In [3]: def DoMove(position, move):
        return position - move
```

```
In [4]: def GenerateMoves(position):
        return [move for move in POSSIBLE_MOVES if isLegal(position, move)]
```

```
In [5]: def PrimitiveValue(position):
        if not isinstance(position, int) or position > STARTING_POS:
            print('Please enter a valid number!')
            return
        if position == PRIMITIVE_POS:
            return 'lose'
        else:
            return 'not_primitive'
```

```
In [6]: def isLegal(position, move):
        return position - move >= PRIMITIVE_POS
```

```
In [9]: %%capture cap
        for i in range(STARTING_POS, -1, -1):
            print(i, ":", Solve(i))
        with open(GAMENAME + '_output.txt', 'w') as f:
            f.write(cap.stdout)
```

```
In [ ]:
```

10 : win  
9 : lose  
8 : win  
7 : win  
6 : lose  
5 : win  
4 : win  
3 : lose  
2 : win  
1 : win  
0 : lose

```
In [1]: %run Solver.ipynb
```

```
In [2]: GAMENAME = '25-to-0-by-1-or-3-or-4'
STARTING_POS = 25
POSSIBLE_MOVES = {1, 3, 4}
PRIMITIVE_POS = 0
```

```
In [3]: def DoMove(position, move):
        return position - move
```

```
In [4]: def GenerateMoves(position):
        return [move for move in POSSIBLE_MOVES if isLegal(position, move)]
```

```
In [5]: def PrimitiveValue(position):
        if not isinstance(position, int) or position > STARTING_POS:
            print('Please enter a valid number!')
        if position == PRIMITIVE_POS:
            return 'lose'
        else:
            return 'not_primitive'
```

```
In [6]: def isLegal(position, move):
        return position - move >= PRIMITIVE_POS
```

```
In [8]: %%capture cap
        for i in range(STARTING_POS, -1, -1):
            print(i, ":", Solve(i))
        with open(GAMENAME + '_output.txt', 'w') as f:
            f.write(cap.stdout)
```

```
In [ ]:
```

25 : win  
24 : win  
23 : lose  
22 : win  
21 : lose  
20 : win  
19 : win  
18 : win  
17 : win  
16 : lose  
15 : win  
14 : lose  
13 : win  
12 : win  
11 : win  
10 : win  
9 : lose  
8 : win  
7 : lose  
6 : win  
5 : win  
4 : win  
3 : win  
2 : lose  
1 : win  
0 : lose