



Important Points

The ComputerBrain Class is the main class which will help computer to take appropriate decision on behalf of ComputerPlayer. It has three different class implementation viz ProtectMeMoves, AttackOtherMoves & FinalWinMoveDecider. These Three are described below

1. ProtectMeMoves :: This class will help to defend our computerPlayer if Human Player is attacking.
2. AttackOtherMoves :: This class will help our computerPlayer when human is not in attacking situation then play the attack .
3. FinalWinMoveDecider :: This Class will check that the current game instance could be won in a single move.

Also the MakeMove method defined in Player will invoke the appropriate computerBrain methods.