

Pull Request
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Initial commit tic tac toe #1

Open

 acarrasquillo wants to merge 1 commit into `main` from `tictactoe`

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■■■■■

tictactoe.py

```
...      ...  @@ -0,0 +1,111 @@
          1  + import random
          2  +
          3  +
          4  + class TicTacToe:
          5  +
          6  +     def __init__(self):
          7  +         self.board = [None]*9
          8  +
          9  +     def make_move(self, row: int, col: int, player):
         10  +         position = col*3 + row
         11  +         self.board[position] = player
         12  +         return
         13  +
         14  +     def make_random_move(self, player):
         15  +         available_squares = []
         16  +         for i in range(9):
         17  +             if self.board[i] is None:
         18  +                 available_squares.append(i)
         19  +         position = random.choice(available_squares)
         20  +         self.board[position] = player
         21  +         return
         22  +
         23  +     def _get_position(self, row, col):
         24  +         return col*3 + row
         25  +
         26  +     def _get_board_state(self, row, col):
         27  +         position = self._get_position(row, col)
         28  +         return self.board[position]
         29  +
         30  +     def _check_diagonal_win(self):
         31  +         center_square = self._get_board_state(1, 1)
         32  +         if not center_square:
         33  +             return None
         34  +
         35  +         if ((center_square == self._get_board_state(0, 0)) and
```

```

36 +         (center_square == self._get_board_state(2, 2))):
37 +             return center_square
38 +         elif ((center_square == self._get_board_state(0, 2)) and
39 +               (center_square == self._get_board_state(2, 0))):
40 +             return center_square
41 +
42 +         return None
43 +
44 +     def _check_row_win(self):
45 +         for row in (0, 1, 2):
46 +             if (self._get_board_state(row, 0) ==
47 +                 self._get_board_state(row, 1) ==
48 +                 self._get_board_state(row, 2)):
49 +                 return self._get_board_state(row, 0)
50 +
51 +         return None
52 +
53 +     def _check_col_win(self):
54 +         for col in (0, 1, 2):
55 +             if (self._get_board_state(0, col) ==
56 +                 self._get_board_state(1, col) ==
57 +                 self._get_board_state(2, col)):
58 +                 return self._get_board_state(0, col)
59 +
60 +         return None
61 +
62 +     def check_win(self):
63 +         for check_winner in (self._check_diagonal_win,
64 +                               self._check_row_win,
65 +                               self._check_col_win):
66 +             winner = check_winner()
67 +             if winner:
68 +                 return winner
69 +
70 +         return None
71 +
72 +     def display_board(self):
73 +         board = [square or ' ' for square in self.board]
74 +
75 +         template = f"""
76 +             {board[0]} | {board[1]} | {board[2]}
77 +             --- --- ---
78 +             {board[3]} | {board[4]} | {board[5]}
79 +             --- --- ---
80 +             {board[6]} | {board[7]} | {board[8]}
81 +         """
82 +
83 +         print(template)
84 +
85 +         return
86 +
87 +
88 + def main():
89 +     ttt = TicTacToe()
90 +
91 +     while True:
92 +         ttt.display_board()

```

```
93 + print("Player X, choose your next move!")
```



acarrasquillo 14 minutes ago Author

After displaying the board the program should also provide an example of the user input that is expected. It tells player X to choose the next move but doesn't explain instructions on how the input format.



Reply...

Resolve conversation

```
94 + row, col = [int(square) for square in input().split(',')]


```



acarrasquillo 12 minutes ago Author

once receiving the input from the player it would be good to validate that the input is in the format the program is expecting. If that isn't the case display an error message that would help the user submit the input correctly.



Reply...

Resolve conversation

```
95 + ttt.make_move(row, col, 'X')
96 + winner = ttt.check_win()
97 + if winner:
98 +     print(f"Player {winner} has won!")
99 +     break
100 +
101 + ttt.make_random_move('O')
102 + winner = ttt.check_win()
103 + if winner:
104 +     print(f"Player {winner} has won!")
105 +     break
106 +
107 + return
108 +
109 +
110 + if __name__ == '__main__':
111 +     main() ⊖
```

💡 ProTip! Use n and p to navigate between commits in a pull request.



acarrasquillo 13 minutes ago

Author

once receiving the input from the player it would be good to validate that the input is in the format the program is expecting. If that isn't the case display an error message that would help the user submit the input correctly.



Reply...

Resolve conversation



acarrasquillo reviewed 2 minutes ago

[View changes](#)

acarrasquillo left a comment • edited ▾

Author

In addition to my two comments, I would also recommend documenting what the code is doing, right now there are no comments explaining the code.

Another thing that could be added is some instructions on how to run the program and the requirements.



General Comment On Pull Request

Reviewers

No reviews

Assignees

No one—assign yourself

Labels

None yet

Projects

None yet

Milestone

No milestone

Linked issues

Successfully merging this pull request may close these issues.

None yet

1 participant

