

Readme

Problem:

Tic-tac-toe is a classic two-player, turn-based game in which players try to get three Xs or Os in a row on a 3x3 board. This is solved using the MiniMax algorithm for Tic-tac-toe problem.

Example initial state:

| | | |
|---|---|---|
| - | X | - |
| - | O | - |
| - | - | - |

Input **for this example initial state** should be given as a string:

" b X b b O b b b b " where "b" represents a blank tile.

The program will return a set of actions that can be taken by a player from initial board configuration. Assume that player X moves first.

The output given by the program should be set of actions **X** can take, say < 1 3 4 6 7 8 9> for the case given above.

***Import the project in eclipse and execute**

Execution:

Input board state is: **xbbbobbxbx**

Output is :

```
Enter the initial State:xbbbobbxbx
Possible good moves for X are: 2 3 4 6 7 8
```

This is a valid output allowing X to win.