Algorithm 1 Computer vs. Computer Prisoner's Dilemma Game Simulation

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procedure PrisonerDilemma(player1_choice, player2_choice)
    Define betrayal_reward, cooperation_reward, temptation_reward, punishment_reward
    if both players betray then
        return punishment_reward for both
    else if both players cooperate then
        return cooperation_reward for both
    else if player1 betrays and player2 cooperates then
        return temptation_reward for player1, 0 for player2
    else if player1 cooperates and player2 betrays then
        return 0 for player1, temptation_reward for player2
    end if
end procedure
procedure ComputerStrategyRandom(opponent_last_move)
    return random choice between "cooperate" and "betray"
end procedure
procedure ComputerStrategyAlwaysBetray(opponent_last_move)
    return "betray"
end procedure
procedure ComputerStrategyAlwaysCooperate(opponent_last_move)
    return "cooperate"
end procedure
procedure ComputerStrategyTitForTat(opponent_last_move)
    return opponent_last_move
end procedure
procedure ComputerStrategyC(opponent_last_move)
    if random chance then
        return "betray"
    else
        return opponent_last_move
    end if
end procedure
procedure ComputerStrategyD(opponent_last_move)
    if random chance then
        return "cooperate"
    else
        return opponent_last_move
    end if
end procedure
procedure ComputerStrategyXb(opponent_last_move)
    if random chance with 70% bias then
        return "betray"
    else
        return "cooperate"
    end if
end procedure
procedure ComputerStrategyXc(opponent_last_move)
    if random chance with 70% bias then
        return "cooperate"
    else
        return "betray"
    end if
end procedure
procedure Main
```