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ROLL NO:50

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BATCH: CSC AI AND ML -2

Algorithm:

* Define a different function to perform the operations
  + Input\_letter:
    - This function is going to take the input from the user
  + Free\_space:
    - This function checks for the availability of the empty bock
  + Print\_box:
    - This creates empty boxes in which the x or o is taken
  + Winner:
    - This function checks for a continuous right line or for a slant line formed by the x or o
    - The first one to form this is the winner
  + Board\_full:
    - This checks for a tie between the players
    - If the board is full and there is no winner then it is declared as tie
  + User\_move:
    - It will first check for the input as that the number is in between the range
    - This function takes the input from the user and passes it to the box if the entered box is empty
  + Ai\_move:
    - It will examine the board and determine which moves is the best to make
      * If there is a winning move take it
      * If the player has possible winning move on their next turn move into that position
      * Take any one of the corners .if more than one is available randomly decide
      * Take the cnter position
      * Take one of the edges if more than one is available randomly decide
      * If no more is possible the game is a tie
  + Srandom\_choise:
    - This function picked a random avivalible position in the favouring of winning