Today I’ve done the actions(board) function and the result(board, action) function.

The first function returns the possible action given a certain state (the board).  
It starts with a list where will get store the possible actions.  
It checks if each square is empty, so if you can draw an X or a O.

The second function return the board after performing the given actions.  
I guess it’ll work in for/while loops to see which is the best action to perform based on the state value