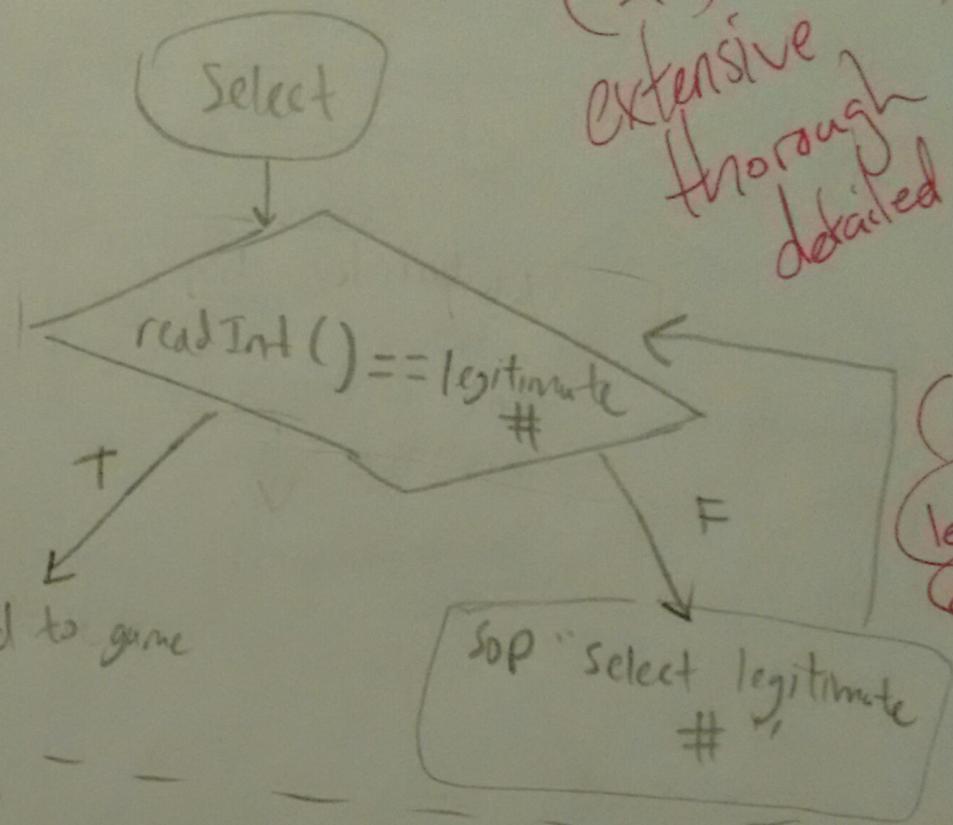
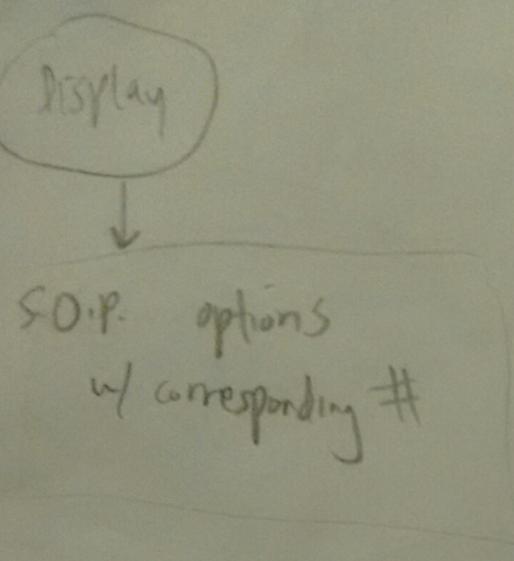


Team Noodles: Collin Aw + Samuel Ramos

rd 08

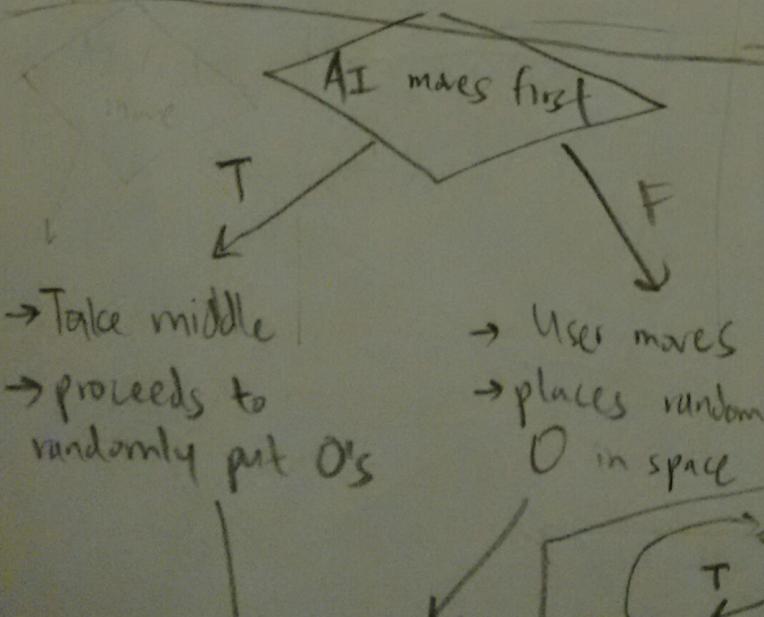
## Mini Desktop



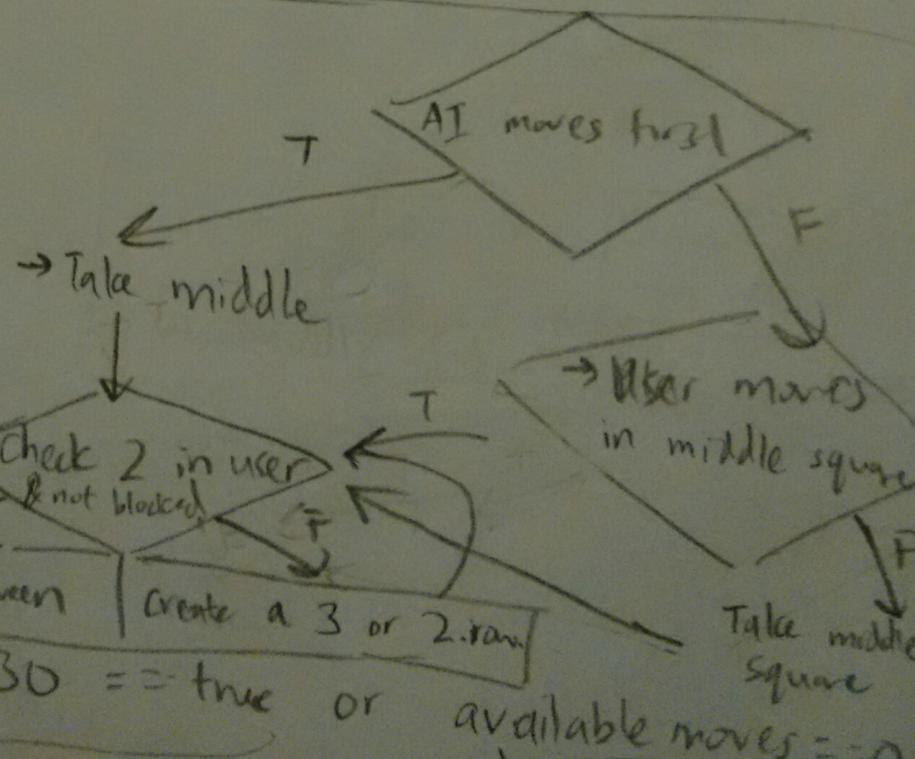
- - - - - Tic Tac Toe - - -

3x3

Novice



Expert



\* with each move,  
available moves - = 1;

Normal

AI first

T

Put in randomly in  
any square

(Math.random())

F

Put randomly  
in moved square  
(math.random())

if AI move → opponent  
gets free square

T

If there are  
other moves

F

proceed

T

Pick another  
random move

F

Too bad,  
must go  
there

AI first

Implement success algorithm

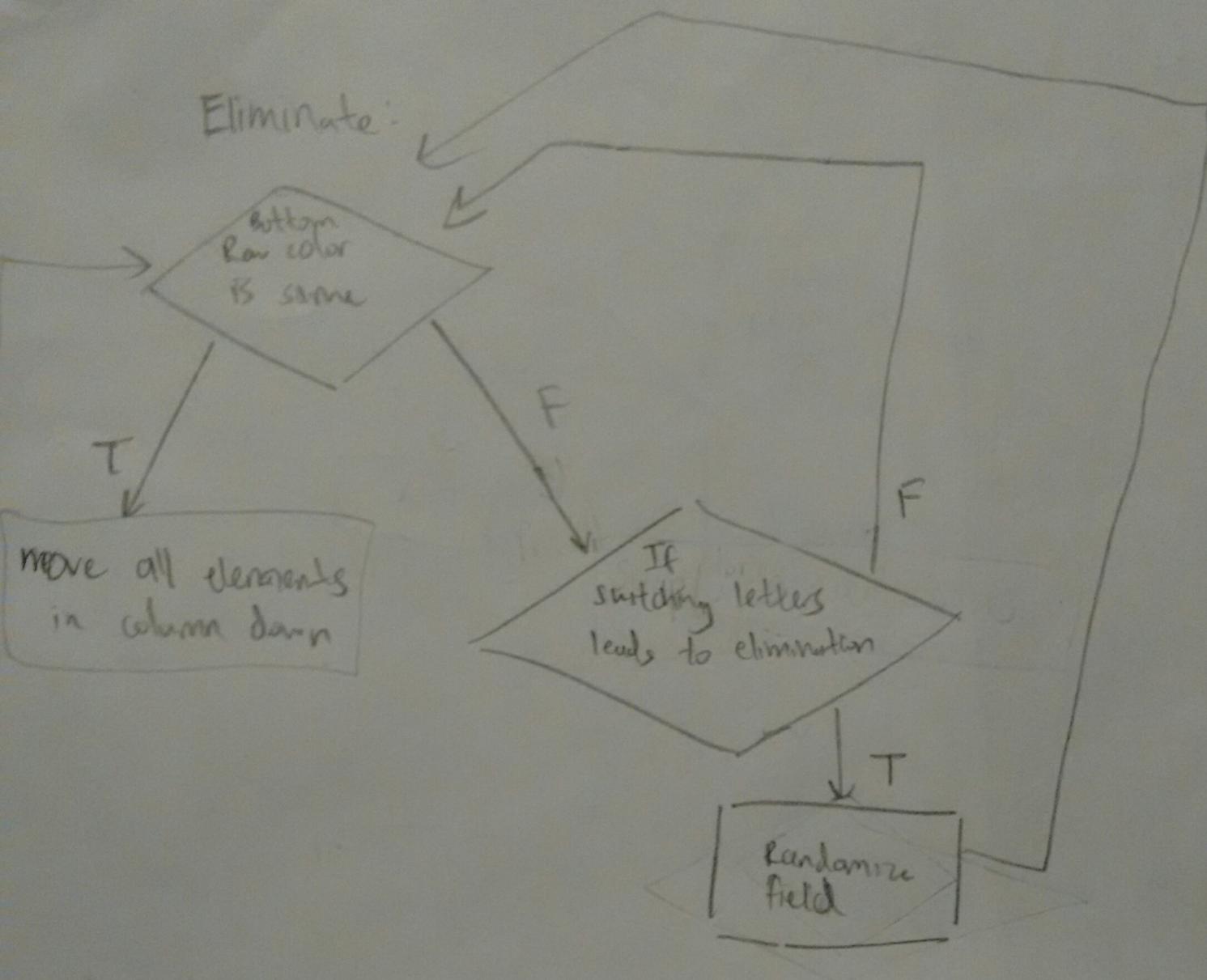
utilize check  
2 for the  
small and  
large arrays

If

User puts a  
square on say [x][y]

## Letter Crush

with each move, available move = 1,



Calculator : Provided integer  $n$ :

Prime factorize: There is an algorithm for this involving dividing until we reach  $\sqrt{n}$ .

Lagrange's 4-square Theorem: Find integers  $a, b, c, d$ , such that  $a^2 + b^2 + c^2 + d^2 = n$

- Go down the list of squares

# Text Editor

Add / Remove: self-explanatory

Find + replace :-

