**CS 3360: Programming Language Concepts, Spring 2024**

**Project 3: Haskell**

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| Name: Diego Aviles | Percent (%):50 |
| Contributions:  Implementing the board module functions such as mkBoard, printBoardHeader, printBoard, updateBoard, isEmpty, getRow, getCol, getDiagonal1, getDiagonal2, checkWin, and checkDraw | |
| Name: | **Percent (%):50** |
| Contributions:  Handling user input and output, including displaying the initial board, prompting for input, processing input coordinates, updating the board, checking win conditions, and controlling the game loop. | |
|  | Total (%): 100 |

Signature: \_\_\_\_\_\_\_\_\_\_Angel U.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_04/28/24\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature: \_\_\_\_\_\_\_\_\_\_\_\_Diego A.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_04/28/24\_\_\_\_\_\_\_\_\_\_\_