  def getComputerMove(board, computerLetter):

      # Given a board and the computer's letter, determine where to move and return that move.

      if computerLetter == 'X':

          playerLetter = 'O'

     else:

         playerLetter = 'X'

     # Here is our algorithm for our Tic Tac Toe AI:

     # First, check if we can win in the next move

     for i in range(1, 10):

         copy = getBoardCopy(board)

         if isSpaceFree(copy, i):

             makeMove(copy, computerLetter, i)

             if isWinner(copy, computerLetter):

                 return i

     # Check if the player could win on their next move, and block them.

     for i in range(1, 10):

         copy = getBoardCopy(board)

         if isSpaceFree(copy, i):

             makeMove(copy, playerLetter, i)

             if isWinner(copy, playerLetter):

                 return i

     # Try to take one of the corners, if they are free.

     move = chooseRandomMoveFromList(board, [1, 3, 7, 9])

     if move != None:

         return move

     # Try to take the center, if it is free.

     if isSpaceFree(board, 5):

         return 5

     # Move on one of the sides.

     return chooseRandomMoveFromList(board, [2, 4, 6, 8])