

CSC466: Artificial Intelligence 2 Tic Tac Toe 1

Ace DeSiena - Jan 2015

```
;;; Tic Tac Toe One  
;;; Ace DeSiena  
;;; January 2015  
;;; CSC466
```

```
(defmethod select ((list list))  
  (nth (random (length list)) list))
```

```
(defmethod snoc ((item symbol)(list list))  
  (if (null list)  
      (list item)  
      (cons (car list) (snoc item (cdr list))))))
```

```
(defmethod play (&aux play avail move)  
  (setf play ())  
  (setf avail '(nw n ne w c e sw s se))  
  (dolist (player '(x o x o x o x o x))  
    (cond  
      ((eq player 'x)  
       (setf move (select avail))  
       (setf avail (remove move avail))  
       (setf play (snoc move play)))  
      ((eq player 'o)  
       (setf move (select avail))  
       (setf avail (remove move avail))  
       (setf play (snoc move play))))))  
  play)
```

STYLE-WARNING: Implicitly creating new generic function COMMON-LISP-USER::PLAY.

* (play)

* (play)

* (play)

* (play)

* (play)

*

[illegible]