

# TIC TAC TOE GAME

## IMPLEMENTATION

```
print("USN: 1BM22CS324")
```

```
print("V.Dhanush Reddy")
```

```
board = {1: ' ', 2: ' ', 3: ' ',  
         4: ' ', 5: ' ', 6: ' ',  
         7: ' ', 8: ' ', 9: ' '}
```

```
def printBoard(board):  
    print(board[1] + '|' + board[2] + '|' + board[3])  
    print('-+-+-')  
    print(board[4] + '|' + board[5] + '|' + board[6])  
    print('-+-+-')  
    print(board[7] + '|' + board[8] + '|' + board[9])  
    print('\n')
```

```
def spaceFree(pos):  
    return board[pos] == ' '
```

```
def checkWin():  
    if (board[1] == board[2] == board[3] != ' ' or  
        board[4] == board[5] == board[6] != ' ' or  
        board[7] == board[8] == board[9] != ' ' or  
        board[1] == board[5] == board[9] != ' ' or  
        board[3] == board[5] == board[7] != ' ' or  
        board[1] == board[4] == board[7] != ' ' or  
        board[2] == board[5] == board[8] != ' ' or  
        board[3] == board[6] == board[9] != ' '):  
        return True  
    return False
```

```
def checkMoveForWin(move):  
    if (board[1] == board[2] == board[3] == move or  
        board[4] == board[5] == board[6] == move or  
        board[7] == board[8] == board[9] == move or  
        board[1] == board[5] == board[9] == move or  
        board[3] == board[5] == board[7] == move or  
        board[1] == board[4] == board[7] == move or  
        board[2] == board[5] == board[8] == move or  
        board[3] == board[6] == board[9] == move):  
        return True  
    return False
```

```
def checkDraw():  
    return all(space != ' ' for space in board.values())
```

```
def insertLetter(letter, position):
```

```
    if spaceFree(position):  
        board[position] = letter  
        printBoard(board)
```

```
    if checkDraw():  
        print('Draw!')  
        return "Game Over"  
    elif checkWin():  
        if letter == 'X':  
            print('Bot wins!')  
            return "Game Over"  
        else:  
            print('You win!')  
            return "Game Over"
```

```
    else:
```

```
print('Position taken, please pick a different position.')
position = int(input('Enter new position: '))
insertLetter(letter, position)
```

```
player = 'O'
bot = 'X'
```

```
def playerMove():
    position = int(input('Enter position for O: '))
    return insertLetter(player, position)
```

```
def compMove():
    bestScore = -1000
    bestMove = 0
    for key in board.keys():
        if board[key] == ' ':
            board[key] = bot
            score = minimax(board, False)
            board[key] = ' '
            if score > bestScore:
                bestScore = score
                bestMove = key
```

```
result = insertLetter(bot, bestMove)
if result == "Game Over":
    return "Game Over"
```

```
def minimax(board, isMaximizing):
    if checkMoveForWin(bot):
        return 1
    elif checkMoveForWin(player):
        return -1
```

```
elif checkDraw():
```

```
    return 0
```

```
if isMaximizing:
```

```
    bestScore = -1000
```

```
    for key in board.keys():
```

```
        if board[key] == '':
```

```
            board[key] = bot
```

```
            score = minimax(board, False)
```

```
            board[key] = ''
```

```
            bestScore = max(score, bestScore)
```

```
    return bestScore
```

```
else:
```

```
    bestScore = 1000
```

```
    for key in board.keys():
```

```
        if board[key] == '':
```

```
            board[key] = player
```

```
            score = minimax(board, True)
```

```
            board[key] = ''
```

```
            bestScore = min(score, bestScore)
```

```
    return bestScore
```

```
while True:
```

```
    if compMove() == "Game Over":
```

```
        break
```

```
    if playerMove() == "Game Over":
```

```
        break
```

## OUTPUT:

```
USN: 1BM22CS324
V.Dhanush Reddy
X| |
-+-+-
| |
-+-+-
| |

Enter position for O: 4
X| |
-+-+-
O| |
-+-+-
| |

X|X|
-+-+-
O| |
-+-+-
| |

Enter position for O: 7
X|X|
-+-+-
O| |
-+-+-
O| |

X|X|X
-+-+-
O| |
-+-+-
O| |

Bot wins!
```

## OBSERVATION:

04-10-24

Week 1

Implement tic-tac-toe using python.  
→ function minimax (node, depth, isMaximizing player):

if node is terminal state:  
return evaluate(node)

if is maximizing player:

bestvalue = -infinity

for each child in node:

value = minimax(child, depth+1, false)

bestvalue = max(bestvalue, value)

return bestvalue

else:

bestvalue = +infinity

for each child in node:

value = minimax(child, depth+1, true)

bestvalue = min(bestvalue, value)

return bestvalue

24/10/24