

Assignment 6

This assignment must be solved in Python 3.

Problem 6.1 *Graphical User Interface (GUI)* Points: 0

Consider the skeleton from the course materials (a6_p1.py). Play with it, e.g., add some buttons and labels and make the buttons change the colors and texts.

Now consider the Tic Tac Toe program from the course materials (a6_23.py).

Problem 6.2 *Graphical Tic Tac Toe (1)* Points: 1

Change the `redraw` method such that the background of each field is red, green, or white depending on whether it contains an X, O, or is empty.

Problem 6.3 *Graphical Tic Tac Toe (2)* Points: 1

Add a label in between the fields and the 'New Game' buttons. It should read

- if the game is not over: 'player 1 to move' or 'player 2 to move'
- if the game is over: 'player 1 wins', 'player 2 wins', or 'draw'

Problem 6.4 *Graphical Tic Tac Toe* Points: 2

Adapt the program so that users play against your `SmartPlayer`. (Use someone else's if you don't have one.)

You have to submit your solutions via *Grader* a <https://grader.eecs.jacobs-university.de>

Unless mentioned otherwise, all problems are due

Tuesday, March 1st, 18:00 h

After the deadline it will not be possible to submit solutions. It is useless to send solutions then by mail because they will not be accepted.