Advanced Programming in Python — Course: JTSK-350112
Jacobs University Bremen — February 12th, 2016
Dr. Florian Rabe

Assignment 2

This assignment must be solved in Python 3.

Solve all assignments in separate files and use packages and modules to reuse solutions from other exercises.

Problem 2.1 *A Computer Player* — Points: 1

Write a function `makeMove` that

- takes as arguments a board and an integer i
  i is the player whose turn it is (either 1 or 2)
- returns a pair `(row,column)`
  this should be the next move the computer makes

You can choose arbitrarily what move to make. It must be legal (i.e., into an empty field). Ideally, it is a smart move that makes your function play well. If you do not know how to make a smart move, you can for example move into the first empty field.

Problem 2.2 *The Computer Playing Against Itself* — Points: 1

Write a program that repeated calls `makeMove` from 2.1 and prints the board after every move until the game is over. Then the program should announce the result of the game.

Problem 2.3 *Playing against the Computer* — Points: 1

Adapt your solution to 1.3 such that player 2 is played by your function from 2.1.

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

Unless mentioned otherwise, all problems are due
Tuesday, February 16th, 24:00 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.