- Programming Language:
  Java
- Environment
  Eclipse ： Java EE IDE for Web Developers Version: Juno Release
- How to run
  Use Terminal find the root of jar package then input: java –jar isolation.jar
- How does my program function
  My evaluation function:
  I use different evaluation function in different stages, when all the moves are less than 10, I will count how many moves this player can move, include in row, in column and diagonal move from this status. Then calculate the difference between two players; If the move until now is larger than 10, I will try to expand the area the two players can reach from this status, and calculate how many areas they can reach then differentiate the numbers.
  When the count number is less than 10, it is fair to calculate the movements because the areas around each player are most empty. When the move number are larger than 10, we should try to expand from this state so see how much chance it has to win. Thus, it is accurate. In addition, By calculate this just within the basic operations, it guarantees the quickness of execution. This implementation is efficient because it is accurate and quick.
- Extention I have:
  My initial Enddepth can be adjusted
  I implemented the roll back function, by input 9,9 when you are noticed to imput :"opponent's choice:", the board can be back to two steps before.