

SECTION 7: MILESTONE PROJECT - 1, 1 hour 40 minutes, 9 parts

• 8/9 Solution Overview for MileStone Project 1 - Part One

- -> **this is going over the solutions to the milestone project**
- -> **create a function which can print out the board**
 - **there are many different solutions to the same thing**
 - -> the 'board' in this ttt game is three lists stacked on top of each other
 - -> then he runs the board
 - and it displays (three lists stacked on top of each other)
- -> **running the same function twice in the same cell returns two boards**
 - **so in the definition of the function -> she's written `clear_output()`**
 - -> so calling the function twice in the same cell returns one board
- -> **then write a function which uses the random module to randomly decide which player goes first**
 - -> `random.randint` <- depending on if it's 1 or 0 then the starting player is x or 0
- -> **then write a function which returns a boolean**
 - -> this is to see if the position on the board which we are trying to populate is empty
 - -> we are populating a blank string
 - -> the function which she's writing which checks the board is full or not returns a boolean value to see if the board is full or not
 - -> returning the choice to input the correct values