main

std::string mode , command , exit ;

InitialGrid(game_board);
srand(time(NULL));

long chance = (rand( ) % (2 - 1 + 1)) + 1;

while(true)

do

std::cout << "Enter Q for quit, P for print grid, or F for play turn: ";
std::cin >> command;

while(command != "Q" && command != "P" && command != "F");

if(command == "Q") !=.
==

break;

if(command == "P") !=
==

Evaluation Version
PrintGrid(game_board);

if(command == "F") !=
==

AITakeTurn(game_board);

END WHILE

return 0;