Name 1: _____

Name 2: _____

Worksheet - Lab 7

At the end of the lab, upload your completed game to the Lab 7 dropbox.

1. How are lists used to implement the tic-tac-toe board? Why does this strategy work? Would this strategy work even with a larger board?

2. Explain the implementation of your `appearances` and `substitute triple` blocks.

3. What did you find to be the most pivotal block in your creation of the game? Explain the code for this block, and explain how the game would have not worked without it.

Name 1: _____

Name 2: _____

4. The lab mentioned a few core rules that are part of everyone's tic-tac-toe strategy (in the Program Structure and Strategy section), and thus encouraged them as part of your computer program. It went on to say "Humans don't always think alike about the in-between rules; we'll make suggestions later, after you finish the minimal assignment." Why do humans not always think alike about the "in-between rules"? Can you give an example of how two people might think differently about an "in-between rule" and explain the difficulties in implementing that in a program?

5. Explain your implementation of the `winning-square` and full `ttt` block.

6. When was it best to report positions for some of the tic-tac-toe blocks, and when was it more ideal to report actual letters ('X' or 'O')?