No	Subject_	School/College		C TAIL
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51. No.	Date	Title	Page No.	Teocher Sign / Remarks
1	3]11]23	Rythan program on Kaggle	(	NEHILI KS
2	10/11/23	Practice program		10
3	17/11/23	Prog. for Tic-Tac-Toe game	No pro-	
4	24/11/23	Perog. for puzzle game	14 14 1	
5	8 12/23	8 puzzle prog. using iterative	1.8	0
K		deepening search		Q
6	100	Epuzzle prog. A*	1	Eul
7		8 puzzle pog BFS	7	
8	22/12/23		9.	1
9	29/12/23	KB using propositional logic		/
90	19/01/23	unification		-
12	19/01/23	program to count focto CNF		1
12	19/01/23	- perog . For forward chaining		Ju.
			· only	
	1-1-1		0	
				-

	Proge
QI	Write a program for Tic-Jac-100 games
	import Aandom
	lie=[1,2,8,4,5,6,7,8,9]
	obe provid Board ( Hie) he began a storm () XXX
	print (Hic Co]+ (1'+ticCi]+ (1'+tic[2])
	mail of a market and the second of the secon
L	pour (tic[3]+11+tic[4]+41+tic[5])
*	sout ("
	parcial (tic (6)+"1"+tic (7)+"1"+tic(8))
	since assigned spiritual () (0)
	briefs whis specifically consider
	def iswerier (ticy 1908)
	of tic [o] == Hic [i] and tic [i] == tic[e] or
Roat 2	fic[2]=zfic[4] ad fic[4]=tic[6]
	Stephen Time & and and and and
	else if tic [poro] = tic [pos = 3 ] and tic [pos = 3] ==  rotte Toure tic [pos = 6]
	else if tic[pos //3+1]=tic[pos   3+2] and tic[pos  3+2] ==6c[pos
. retu	gran at and Hilly to a 2-22 page
	33
	rebu True
	neter False
	de applate uses (tic):
	pu = int (input (" Entra mutor or the board"))
	while ((num not intic):
	pur = int Computer Es a med or the board
	tic (nu -1] == '0'
	def update - conf(+ic):
	for i in tic:
,	4(is (1.1)=1x (1.1)= (me).

	rage
	tic [i-1] = i
	tic [i-1] = 1
	analysis leaves
	algorithm: 183 1 A 2 10 4 5 1) - 512
	1) make a board and initialize the value
	1 Make a winner function check for the
	armue possibilities
	input.
	(i) Maximis to
	(i) Maximize computer wins (ii) Maximize user weins
	(A) (NO)
	[1] igueral valde position.
outy an	as the cur let a 3 combination
Tarolland or	(V) pit mai fuction
Marine 194	pid the board
2-2	ad or and
A	ad shift byw he use fra puts.
	State As
W.	TALL .
19	Salar Malas
VV	Les restaure recommendation of the second of the
	18 Durangal La
	The state of the s

## output:-

[1, 2, 3, 4	4, 5, 6, 7	, 8, 9]	computer's	turn :		Your turn		
<del></del>		+	+			enter a nu	mber on the	e board :5
   1 	   2 		   0 	   2 	3     3	     0	   X	
     4 	   5 	<del>-</del>         6	   X 	   5 	<del> </del>     6   	 	       0	  +             6
   7 	   8 	<del>-</del>         9	   7 	   x 		;       7 	'     x 	 
+ computer's +	turn :	+	Your turn enter a nu		e board :3	computer's	turn :	+
1	   2 		     0	   2	<del> </del> 	   0 	   x 	   0   
   4 	   5 	<del>-</del>         6	     x	       5	 <del> </del> 	   x 	   0 	   6   
   7	   X	+         9	 +     7	      X	 +         9	x 	 	
t Your turn		·	+computer's	turn :	i i	Your turn		e board :9
enter a nur	mber on the	e board :1	+		+	1	 I	
   0	   2	   3	   0 	   X 	   0     1	0   +	X 	0   
        4	       5	  +         6	     x	'     5		   x 	   0 	   6   
i +	i 	i i	† +	l 	 +	   X	   X	
7	   X	   9	   7	   X 	   9   	i +	i 	i i
 +	l 		+		+	winner is	0	