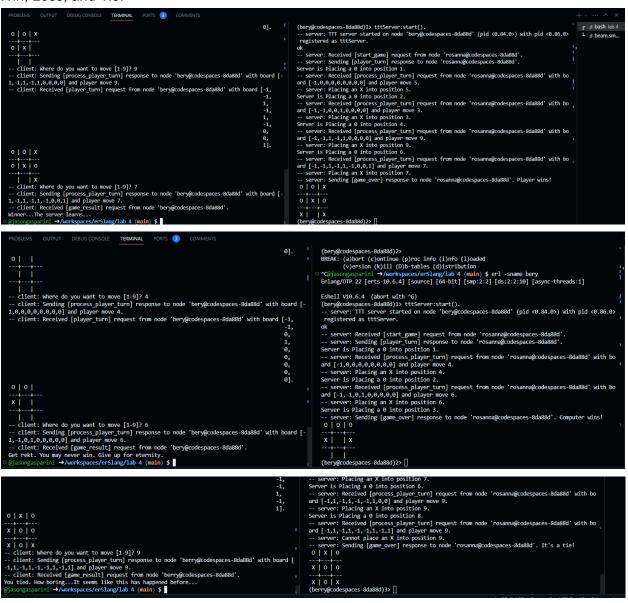Jason Gasparini

Lab 4

Unfortunately I wasn't able to make the server unbeatable but for a rookie TTT player it can be fairly good

Win, Loss, and Tie:

Jason Gasparini

Unexpected/invalid moves are not recognized and in turn the server will just query the client for another input until a valid move is given.

-1 and 10 examples:

```
-- client: Where do you want to move [1-9]? -1
-- client: Sending [process_player_turn] response to node 'berry@codespaces-8da88d' with board [
-1,1,-1,1,-1,-1,0,1,0] and player move -1.
-- client: Received [player_turn] request from node 'berry@codespaces-8da88d' with board [-1,
                                                                                          1,
                                                                                          -1,
                                                                                          1,
                                                                                          -1,
                                                                                          -1,
                                                                                          0,
                                                                                          1,
                                                                                          0].
 O | X | O
---+---+---
 X | O | O
---+---+---
   | X |
-- client: Where do you want to move [1-9]?
```

```
Server is Placing a 0 into position 3.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,0,0,0,0,0,0] and player move 4.
-- server: Placing an X into position 4.
Server is Placing a 0 into position 5.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 8.
-- server: Placing an X into position 8.
Server is Placing a 0 into position 6.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,-1,0,1,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,-1,0,1,0] and player move -1.
(berry@codespaces-8da88d)2>
```

```
-- client: Where do you want to move [1-9]? 10
-- client: Sending [process_player_turn] response to node 'berry@codespaces-8da88d' with board [
-1,1,-1,1,-1,-1,0,1,0] and player move 10.
-- client: Received [player_turn] request from node 'berry@codespaces-8da88d' with board [-1,
                                                                                          1,
                                                                                          -1,
                                                                                          1,
                                                                                          -1,
                                                                                          -1,
                                                                                          0,
                                                                                          1,
                                                                                          0].
 O | X | O
---+---+---
 X | O | O
---+---+---
   | X |
-- client: Where do you want to move [1-9]?
```

```
ard [-1,1,-1,0,0,0,0,0,0] and player move 4.
-- server: Placing an X into position 4.
Server is Placing a 0 into position 5.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,0,0,0,0] and player move 8.
-- server: Placing an X into position 8.
Server is Placing a 0 into position 6.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,-1,0,1,0] and player move 10.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,-1,0,1,0] and player move -1.
-- server: Received [process_player_turn] request from node 'rosanna@codespaces-8da88d' with bo
ard [-1,1,-1,1,-1,-1,0,1,0] and player move 10.
(berry@codespaces-8da88d)2>
```