

## Evaluation:

### Coding Conventions

To name my variables i suited it to what the variable is actually storing for instance the turns stores the amount of turns was taken. Also, if the variable has multiple words in it, i separated it with a capital letter to make it a lot more clear and easy to read the variable name. I started by not using any libraries because i made a simple tictactoe game which uses cli to represent the grid, and write numbers to place the position of x/o. After this i used the library named tkinter which is used to create a gui for python, which is what i used to create a gui for tic tac toe. I have used a lot of functions with many parameters which i believe isn't the best since i had to globalise a lot of the variables to be able to use them in the functions.

### Quality of solution for the user

My CLI version of the game isn't the easiest to play due to me not giving any instructions on how to play, for instance that my grid goes 123 / 456 / 789, they may assume it goes like 147 / 258 / 369. However, if they know this it is quite easy to play but may not be as appealing as it should. The GUI version is quite simple since you have to press like a normal tictactoe game. At first i did not take into account of unexpected events, but i have changed that as the development went on, for instance at the beginning you were able to place it, in the same spot as a spot that is taken.

### Quality of my code to programmers

It isn't the easiest for programmers to read my code, this is because i didn't add any commenting on my code, which means that if anyone is reading this, they would be unable to understand why i did what i did. You are unable to modify my code if it is a major update, however you could simply extend the code like adding a feature to pick what character each player gets and/or who goes first with like a roll of a dice. In addition to this my cli tictactoe isn't the most robust since you are able to break it, however the best version which is the GUI, you are unable to break the code. The use of memory in my code is very bad since in my GUI version there are a lot of globals which isn't good. Furthermore, the code isn't as efficient as it could be since some code is repeated but named different functions due to how i have done it.