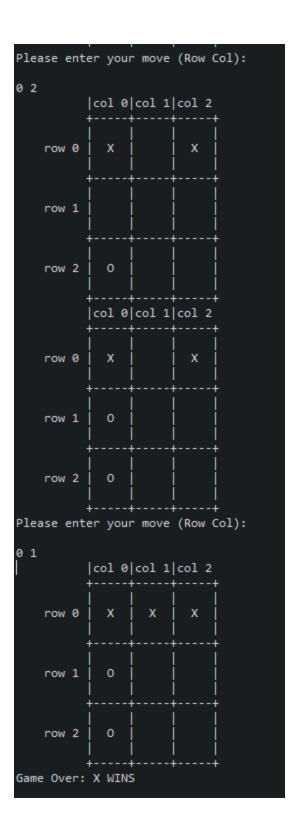
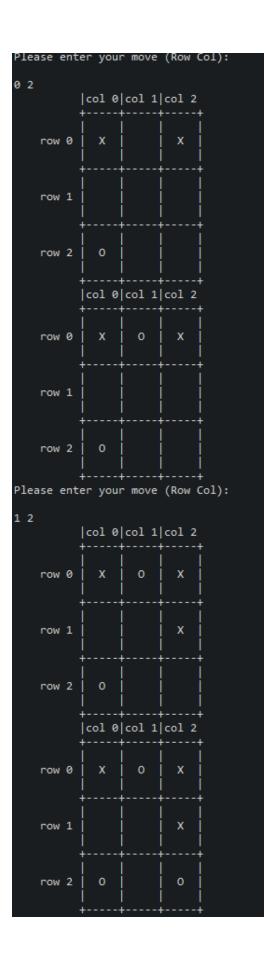
Human(X) vs Random(O)

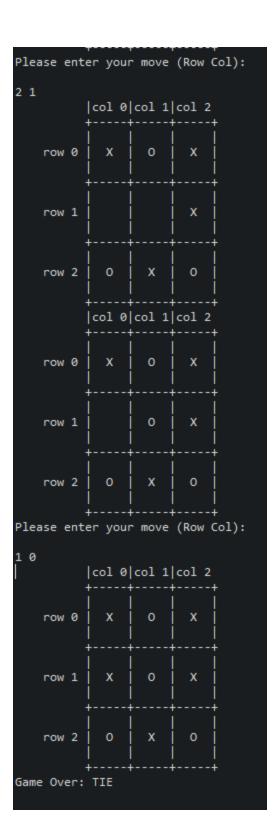
```
Please enter the name of the 'X' player: X
What type of player is X?
 1: Human
  2: Random Player
 3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 1
Please enter the name of the 'O' player: O
What type of player is 0?
 1: Human
  2: Random Player
 3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 2
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
Please enter your move (Row Col):
0 0
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
              0
```



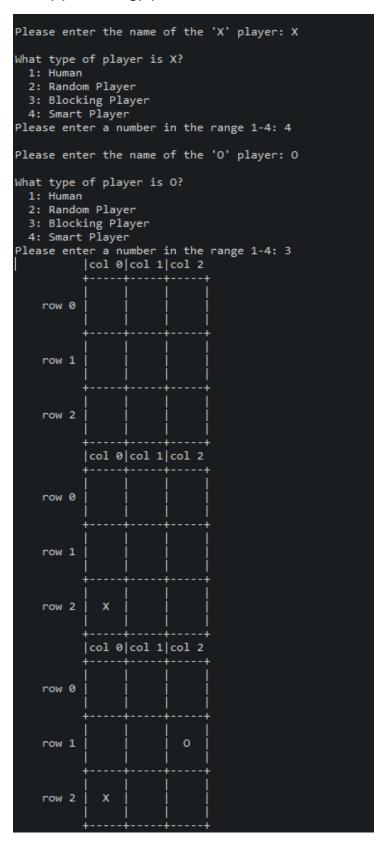
Human(X) vs Blocking(O)

```
Please enter the name of the 'X' player: X
What type of player is X?
1: Human
  2: Random Player
 3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 1
Please enter the name of the 'O' player: O
What type of player is 0?
 1: Human
  2: Random Player
 3: Blocking Player
4: Smart Player
Please enter a number in the range 1-4: 3
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
Please enter your move (Row Col):
0 0
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
           |col 0|col 1|col 2
    row 0
    row 1
    row 2
```

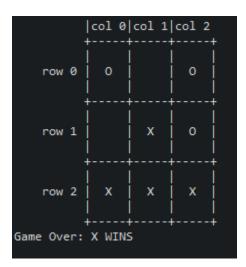




Smart(X) vs Blocking(O)



	col 0	col 1	col 2	
row 0		+ 		
row 1		 x 	0	
row 2	x	 		
	col 0	col 1	col 2	
row 0		 	0	
row 1		 x 	0	
row 2	 x	 		
	col 0	col 1	col 2	
row 0			0	
row 1		 x 	0	
row 2	x		X	
	col 0	col 1	col 2	
row 0	0		0	
row 1		 x 	0	
row 2	x		X	



Smart vs Smart

```
Please enter the name of the 'X' player: X
What type of player is X?
 1: Human
 2: Random Player
 3: Blocking Player
 4: Smart Player
Please enter a number in the range 1-4: 4
Please enter the name of the 'O' player: O
What type of player is 0?
1: Human
  2: Random Player
 3: Blocking Player
 4: Smart Player
Please enter a number in the range 1-4: 4
          |col 0|col 1|col 2
    row 0
    row 1
    row 2
          |col 0|col 1|col 2
    row 0
    row 1
    row 2
          |col 0|col 1|col 2
    row 0
             0
    row 1
    row 2
```

	col 0	col 1	col 2	
row 0	0			
				 -
row 1				
row 2		х	х	
	 col 0 	col 1	col 2	. •
row 0	0			
row 1				
row 2	 0	х	х	
	col 0	col 1	col 2	.
row 0	0			
row 1	 x			, -
row 2	 0	х	х	
	+ col 0	col 1	col 2	+
row 0	0		0	
row 1	X			
row 2	0	Х	X	
	 +	 	 	+

