DISCTRU Machine Project

Due on or before December 16, 2013 (M)

You are to implement a computer program following the specifications of a system given below.

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• Applicable Sets
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 \begin{split} &-\mathbf{P}: \{1,2,3,4,5,6\} \times \{1,2,3,4,5,6\} \\ &-\mathbf{B}: \{\text{true}, \text{false}\} \\ &-\mathbf{N}: \text{set of positive integers} \\ &-\mathbf{J}: \{\{(1,1),\,(2,2),\,(3,3)\},\,\{(1,3),\,(2,2),\,(3,1)\}\} \\ &-\mathbf{K}: \{\{(1,4),\,(2,4),\,(3,4)\},\,\{(3,4),\,(3,5),\,(3,6)\}\} \\ &-\mathbf{L}: \{\{(4,1),\,(4,2),\,(4,3)\},\,\{(4,3),\,(5,3),\,(6,3)\}\} \\ &-\mathbf{M}: \{\{(4,5),\,(5,5),\,(6,5)\},\,\{(5,4),\,(5,5),\,(5,6)\}\} \end{split}
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• System Variables

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\begin{split} &-\text{ xposn, oposn, free} \subseteq \mathbf{P} \\ &-\text{ moves} \in \mathbf{N} \\ &-\text{ bTurn} \in \mathbf{B} \\ &-\text{ over} \in \mathbf{B} \\ &-\text{ result} \subseteq \{\text{ ex, oh, draw }\} \end{split}
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• System Facts

$$-$$
 free $= \mathbf{P} - (\mathsf{xposn} \cup \mathsf{oposn})$
 $-$ over $\leftrightarrow (\mathsf{moves} = 36)$

- System Initialization
 - $\begin{aligned} &- \text{ xposn} = \varnothing \\ &- \text{ oposn} = \varnothing \\ &- \text{ over} = \text{false} \\ &- \text{ turn} = \text{true} \end{aligned}$
 - $\text{ result} = \emptyset$ - moves = 0
- System States and Behavior
 - NextPlayerMove(posn $\in \mathbf{P}$):

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(posn \in free \land turn) \rightarrow xposn = xposn \cup \{posn\}

(posn \in free \land \neg turn) \rightarrow oposn = oposn \cup \{posn\}

posn \in free \rightarrow (turn = \neg turn \land moves = moves + 1)
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- lines(posns $\subseteq \mathbf{P}$, wposns $\subseteq \mathcal{P}(\mathbf{P})$) = $|\mathcal{P}(posns) \cap wposns|$
- EndGame(over):

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(lines (xposn, \mathbf{J}) > 0 \land lines (xposn, \mathbf{K}) > 0 \land lines (xposn, \mathbf{L}) > 0 \land lines (xposn, \mathbf{M}) > 0) \rightarrow result = \text{result} \cup \{\text{ex}\}

(lines (oposn, \mathbf{J}) > 0 \land lines (oposn, \mathbf{K}) > 0 \land lines (oposn, \mathbf{L}) > 0 \land lines (oposn, \mathbf{M}) > 0) \rightarrow result = \text{result} \cup \{\text{oh}\}

(\neg \text{over} \land |\text{result} \cap \{\text{ex}, \text{oh}\}| = 2) \rightarrow result = \{\text{draw}\}

(over \land (|result \cap \{\text{ex}, \text{oh}\}| = 2 \lor \text{result} = \varnothing)) \rightarrow result = \{\text{draw}\}
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