

**Birzeit University**

**Artificial intelligence**

**Project one**

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**Partner’s No.:** 1201138

**Section**: 2&4

**Date:** 6/20/2023

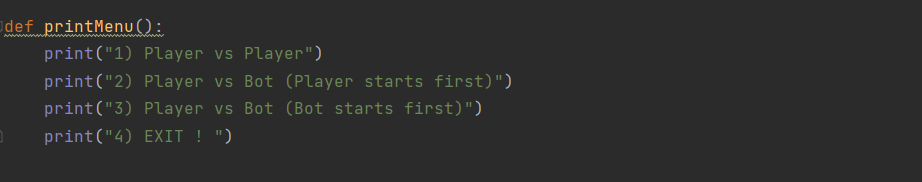
**Instructor:** Dr.Yazan Abu Farha

**Introduction**

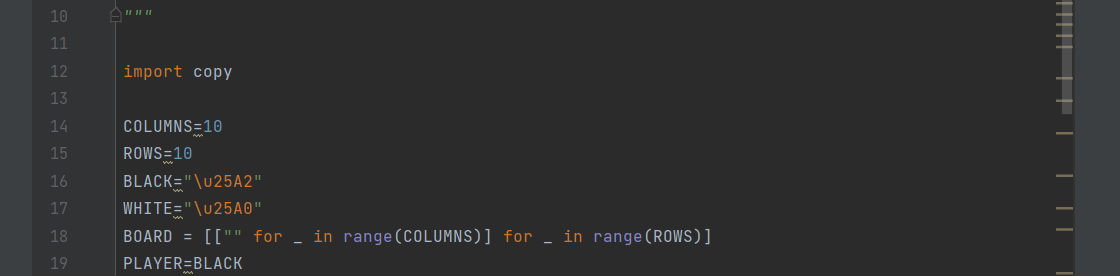
We built a game cave by several moves, using the min-max to play the best possible moves.

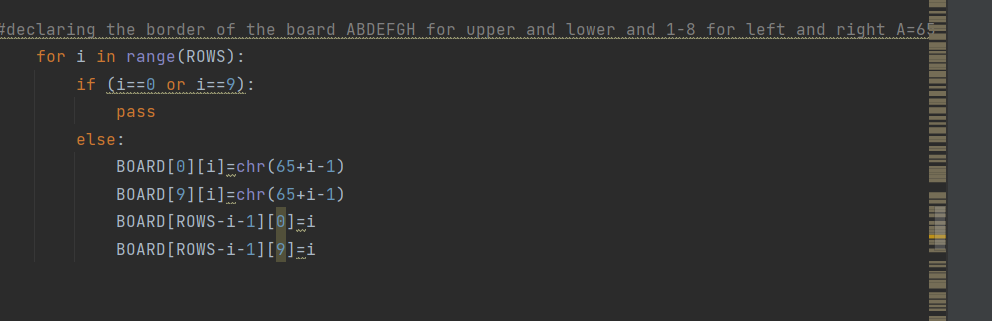
**Procedure**

* Printing Menu



* Building the board



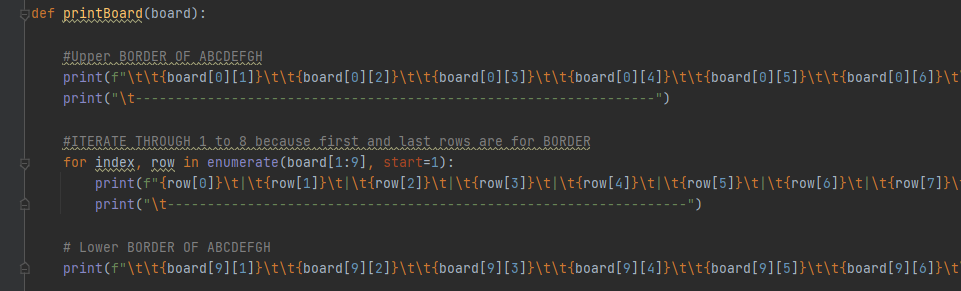


* Taking input from the players, one player at a time, and making a move.





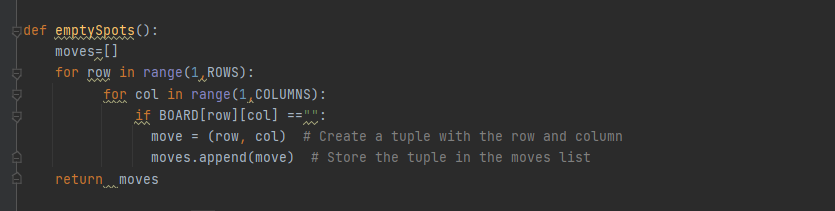
* Printing the board

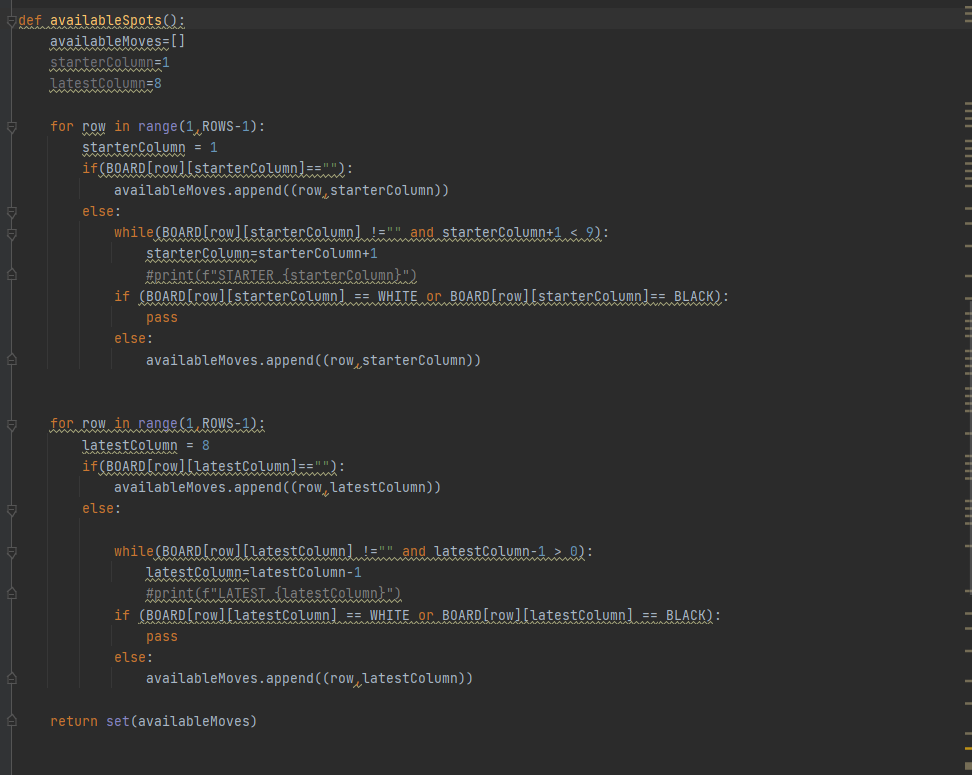
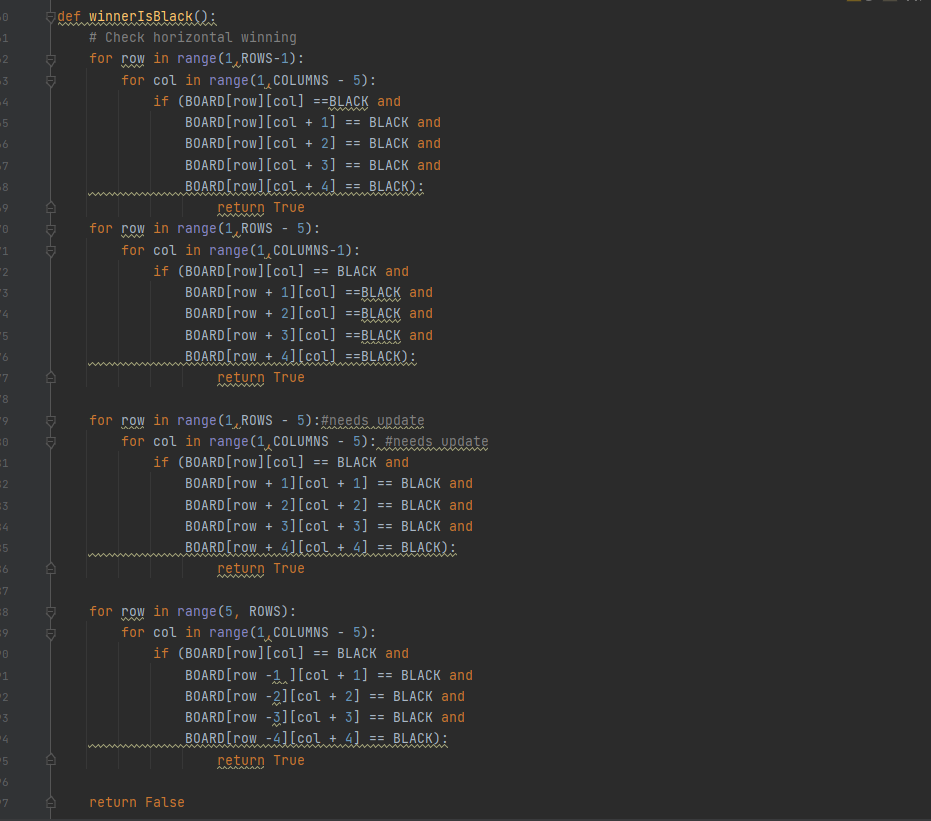
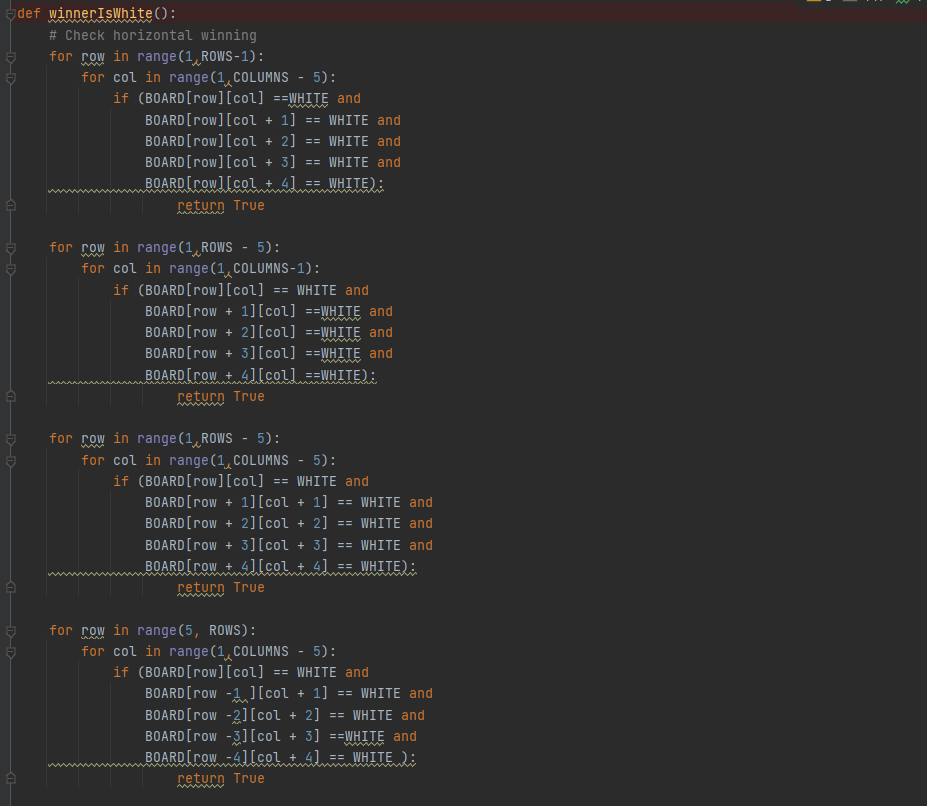
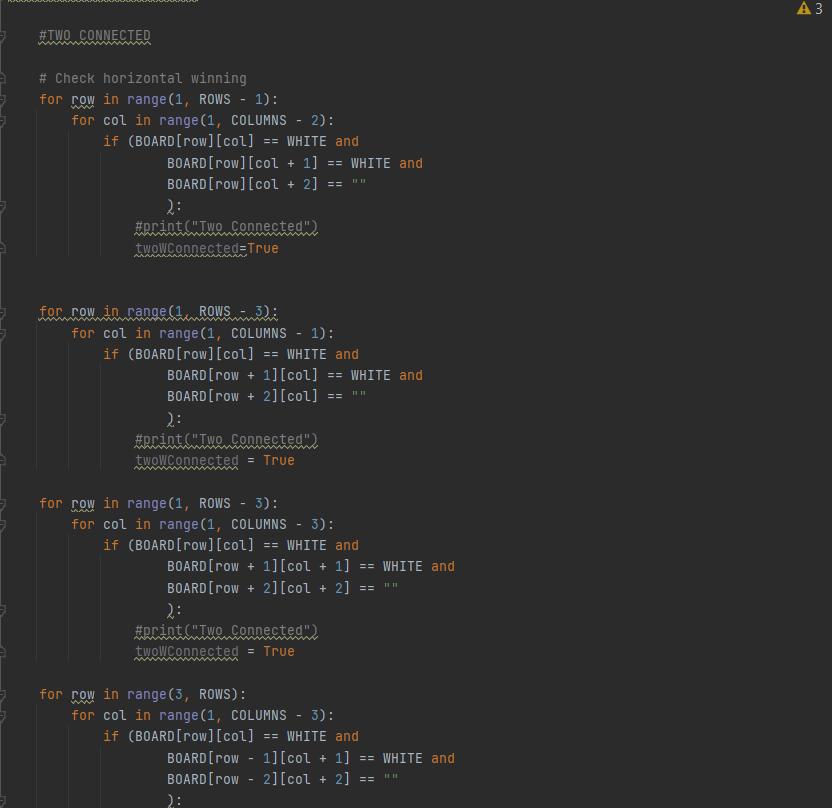
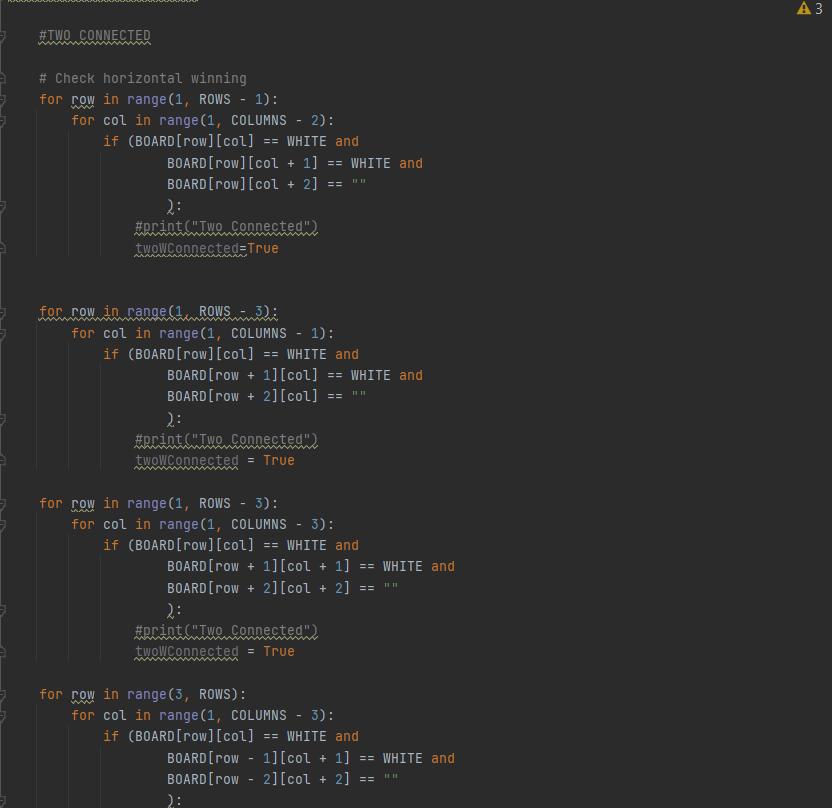
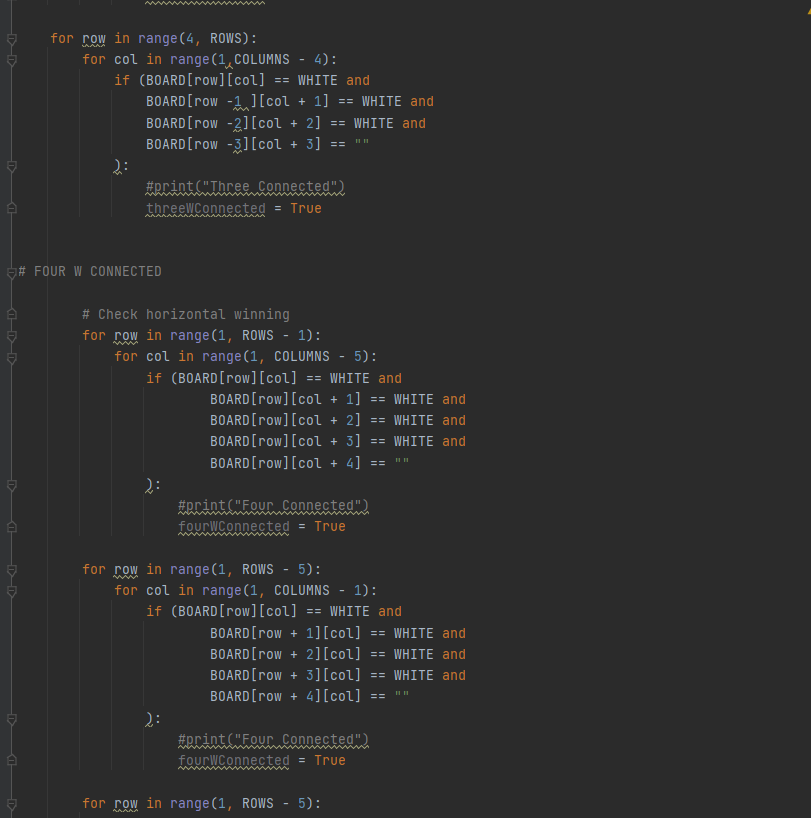
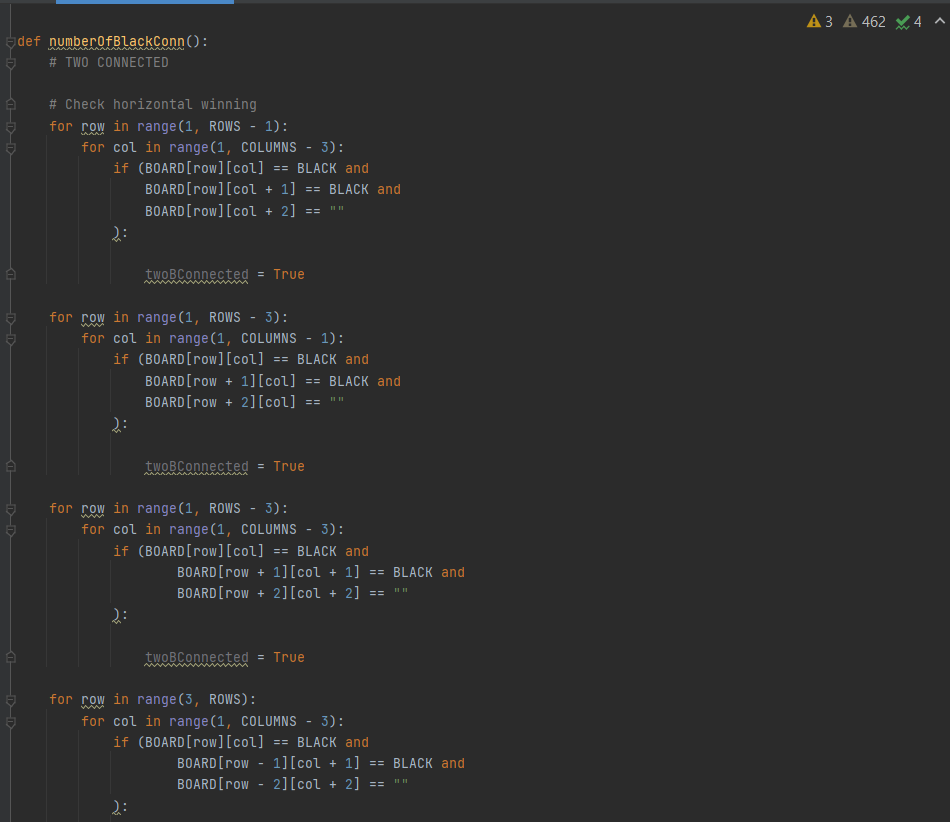
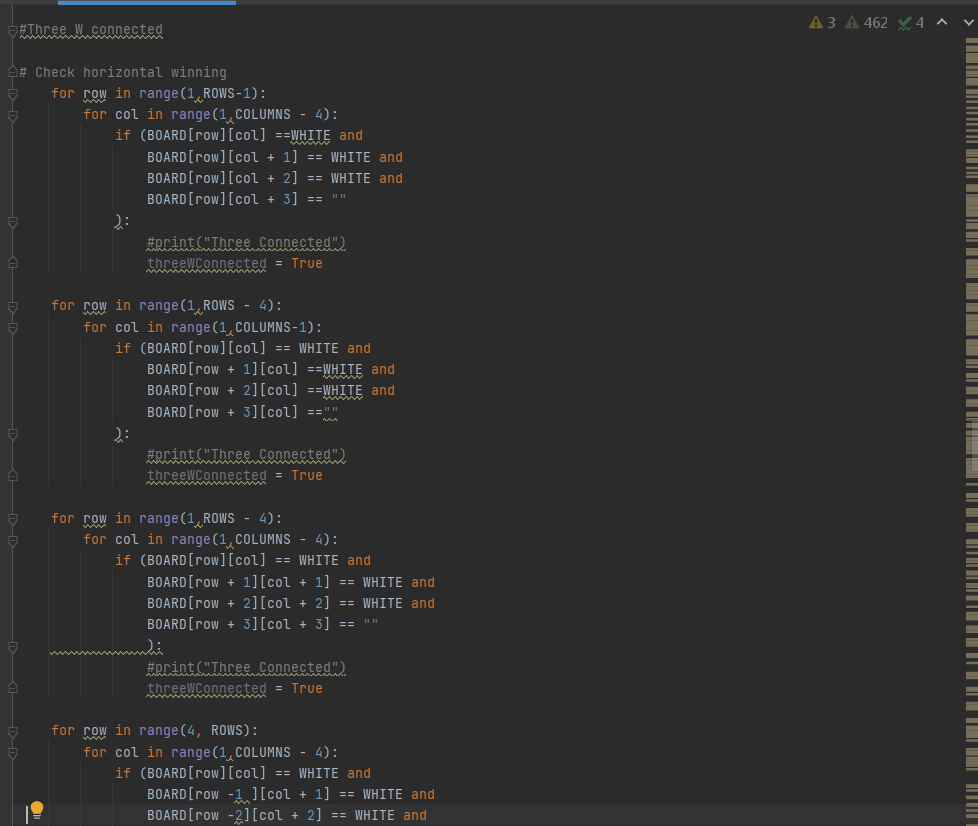
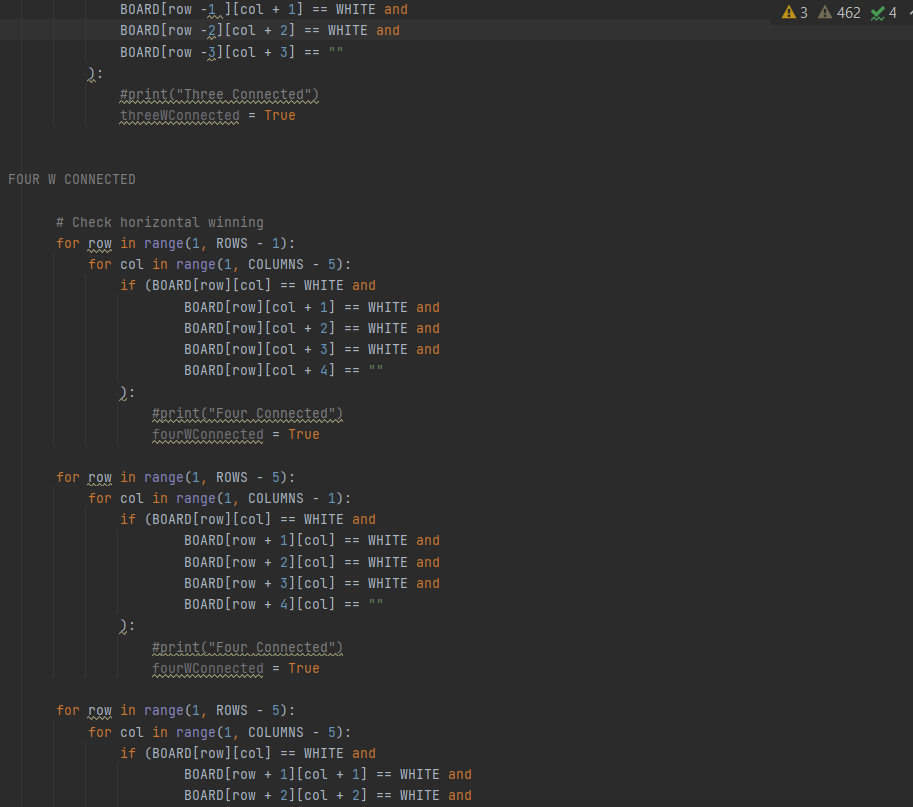
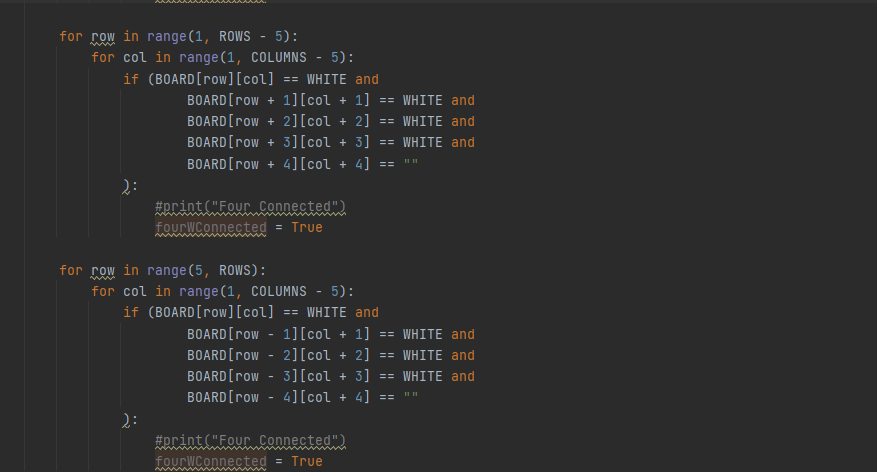
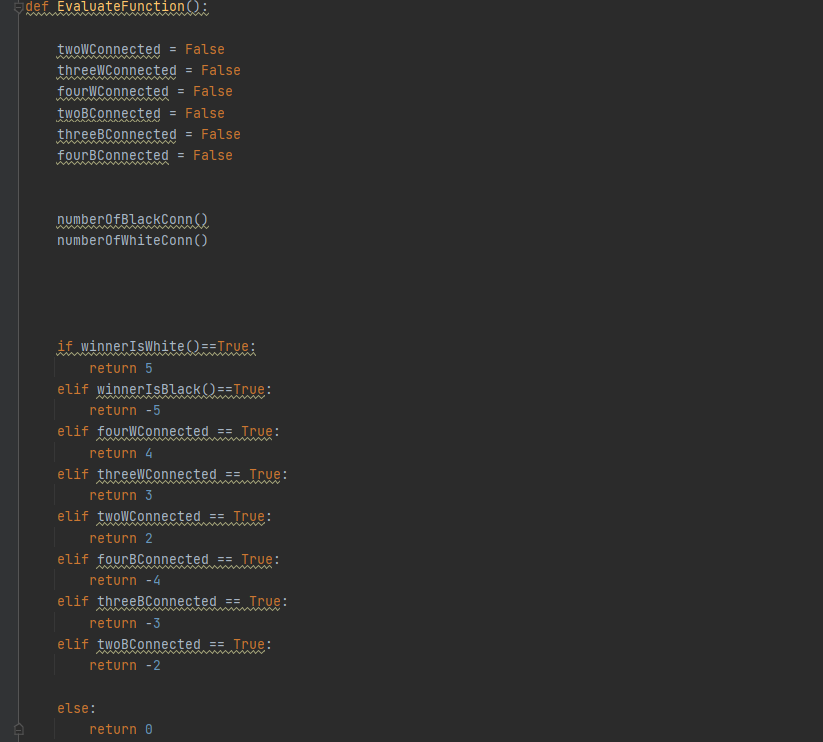
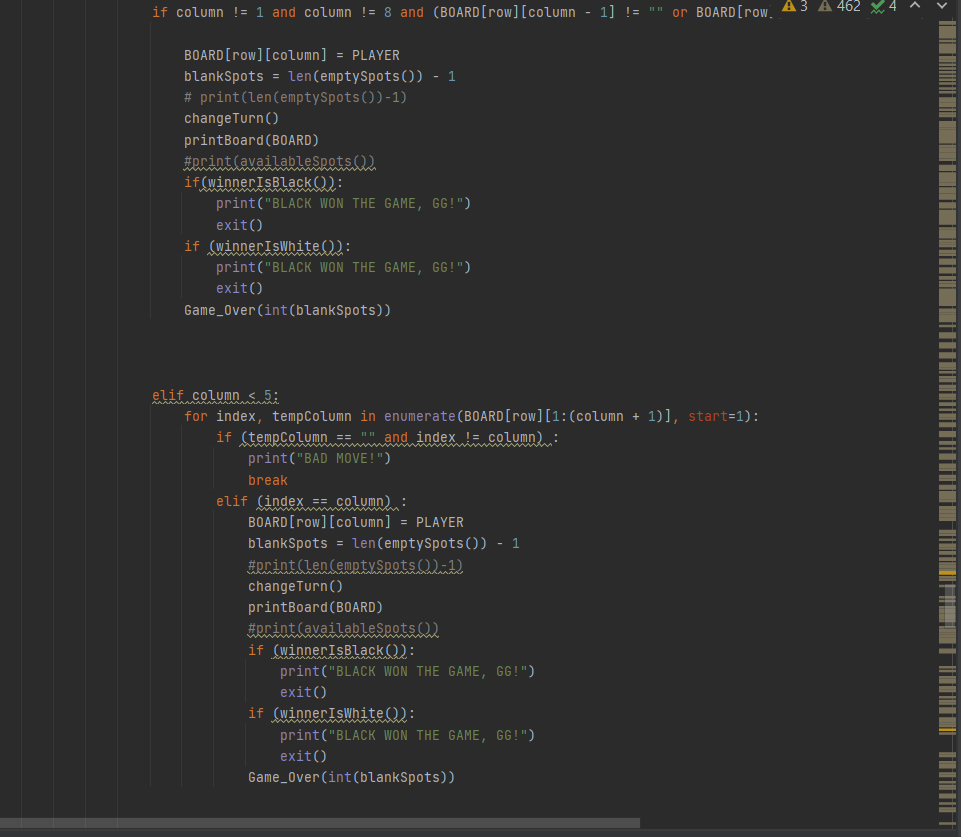
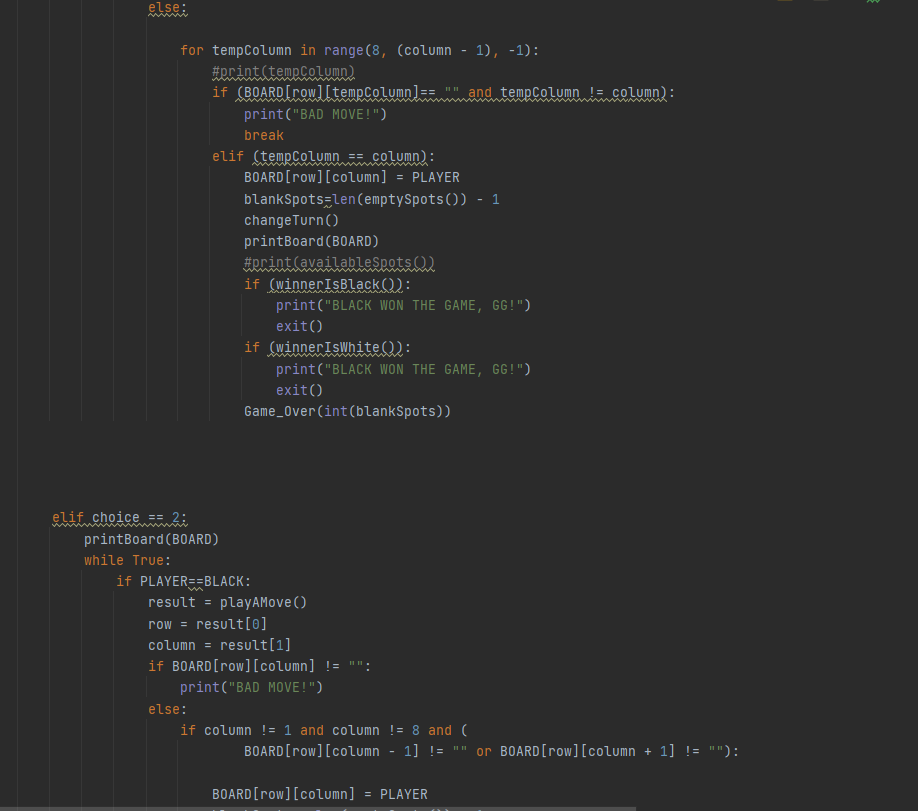
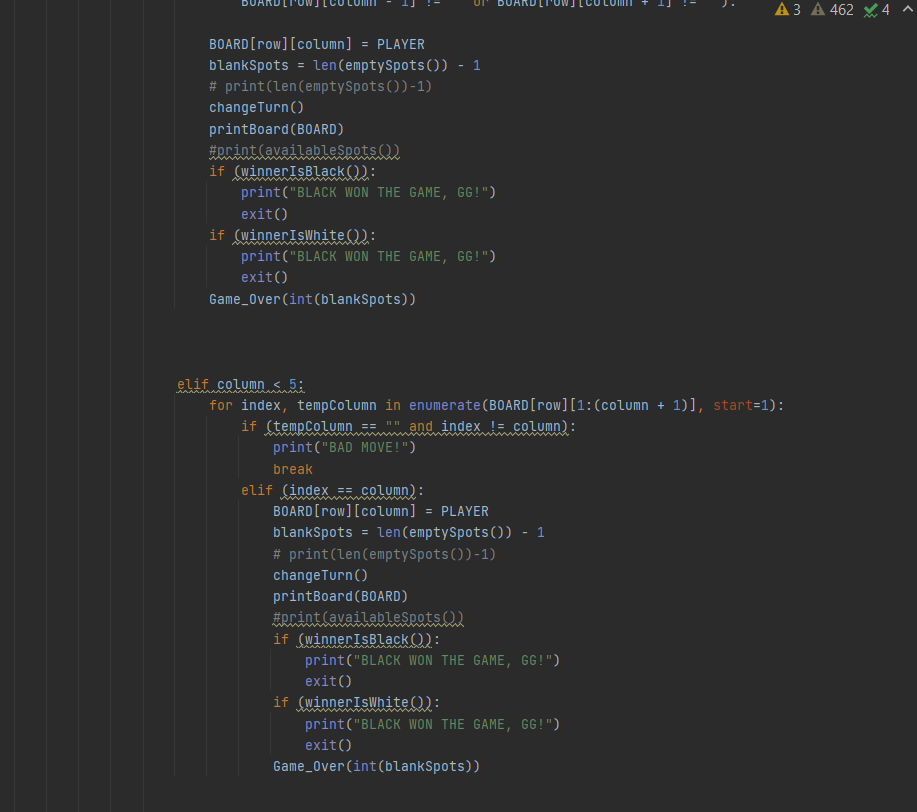


* Changing the turns



* Checking empty spots



* Checking Available spots
* 
* Checking if black Wins
* 
* Checking if White Wins
* 
* Finding the number of connections to help in the evaluation function
* 
* 
* 
* 
* 
* 
* 
* And the same function for the black
* Evaluate function
* 
* Minimax Algorithm
* 
* Main:
* 
* 
* 
* 
* 