





# DetectWins

When a player places three of his or her marks in a horizontal, vertical, or diagonal line, the player wins;

# Enforce Turns

To play, one player marks a square in a 3 by 3 grid with X, then the other player marks a square with O, then it is X's turn again, and so on;

# SquareTaken

Once a square is marked, it cannot be marked again;

# DefaultOMoves

When other tactics are not applicable, player O should prefer the center square, then the corners, and mark an edge square only when there is no other choice;

# StartOAtCenter

O should start playing  
at the center;

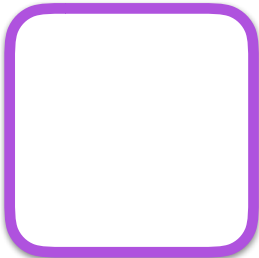
# PreventThirdX

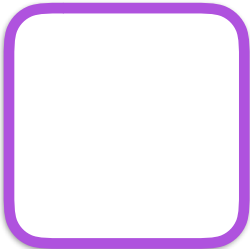
After the X player marks two squares in a line, the O player should try to mark the third square (to foil the attack);

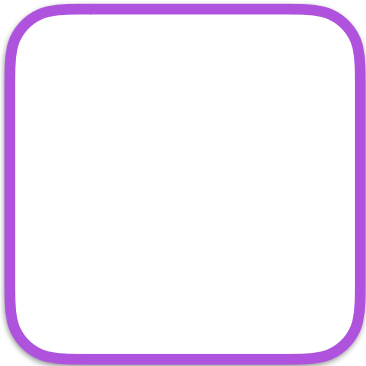


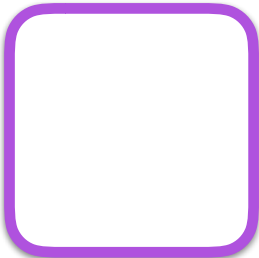
‘requirements world’

“implementation world”

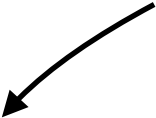




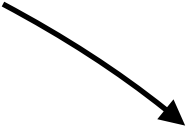


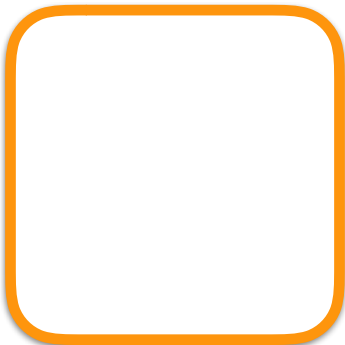






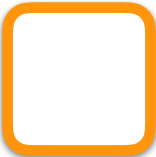


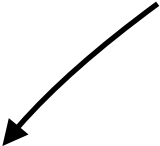


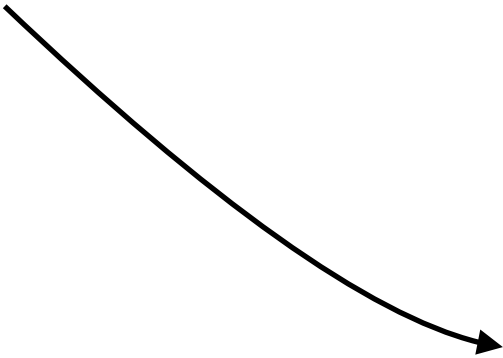










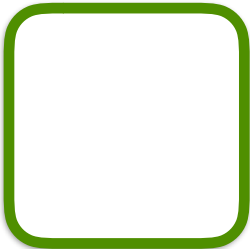


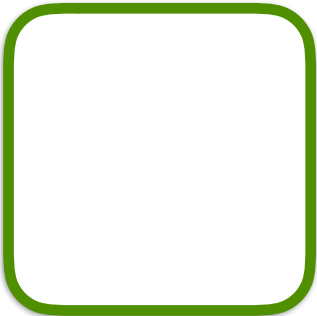


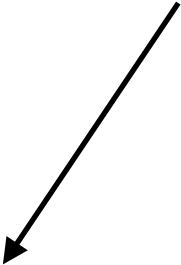










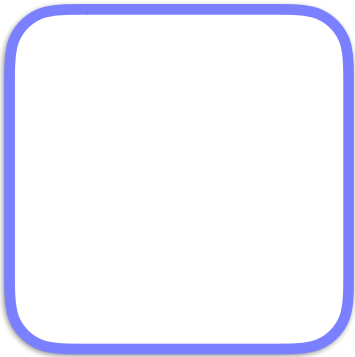


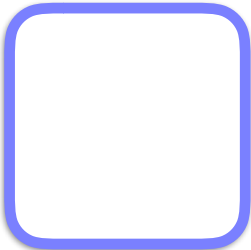


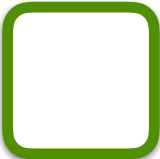


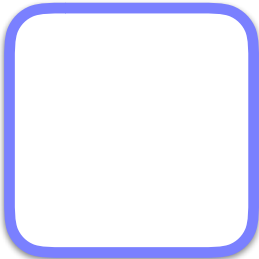


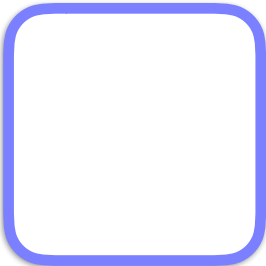


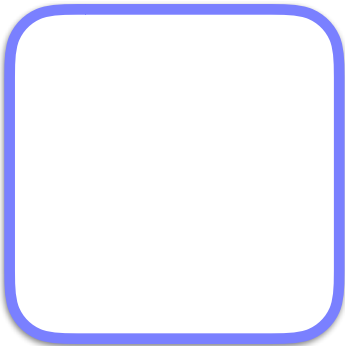


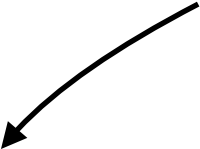


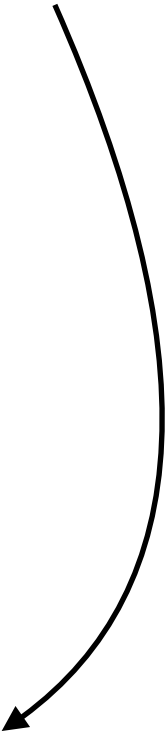




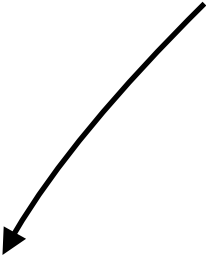












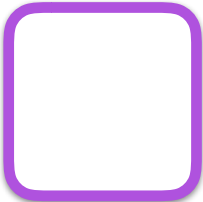


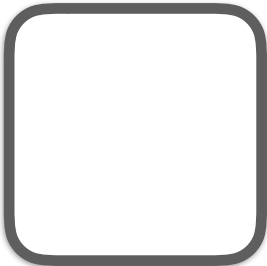




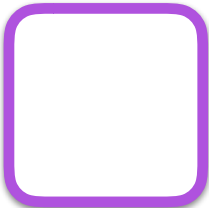


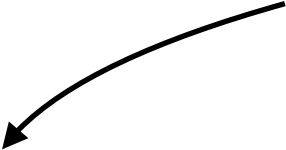




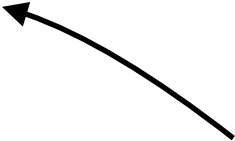








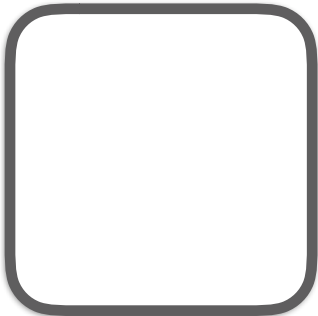










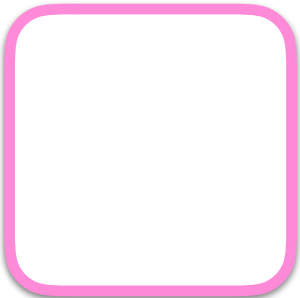






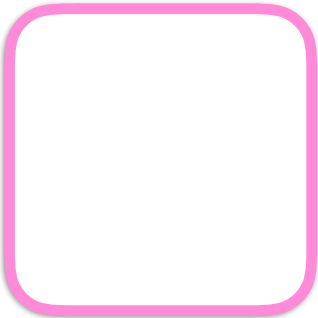
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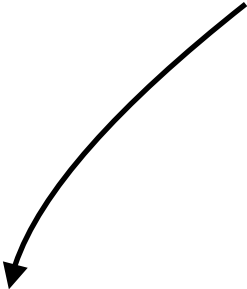






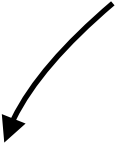


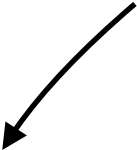


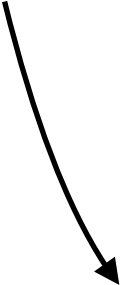












# Behavior vs Structure

**Tric Tac Toe**

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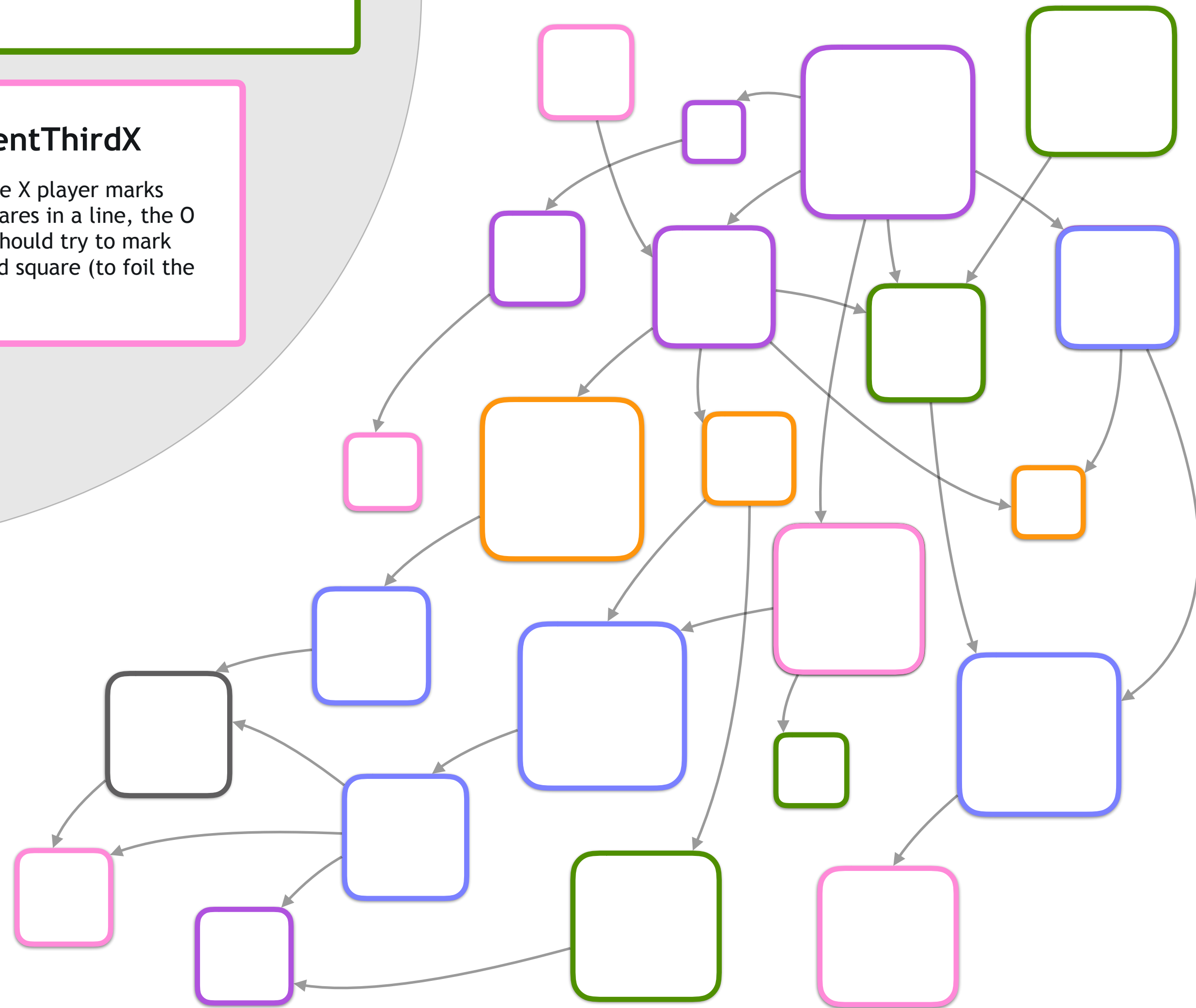
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## Tic Tac Toe

“implementation world”



*time*

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“requirements world”

## Independent units

They do not depend on other requirements, but on a common vocabulary (events), e.g., “marking square” or “player wins”.

## Tic Tac Toe

“implementation world”

