

Tutorial 17

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Agenda

1. Tic-Tac-Toe!
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Setup

Install the library `PySimpleGUI` using pycharm.

Problem

1. Start from file `ttt_gui_starter.py` from D2L.
 2. Complete the function `check_player_won()`. Return "X" or "O" if a player has won the game. Return None otherwise.
 3. The board state is stored in the 2D list `board`. Each element of the 2D list is either "X" or "O" or " ".
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Solution

`ttt_gui.py` on D2L.