

Tic Tac Toe simulation. description of the project: I simulated the game of Tic Tac Toe in R to see what the proportion of wins and draws would be when both players play randomly, and when one player is playing with a strategy and when the other player is playing randomly. link to the final code: Rmardown <https://github.com/ST541-Fall2018/munirahalarifi-project-tic-tac-toe/blob/master/Final%20project%20coding.Rmd>

link to the final code: pdf <https://github.com/ST541-Fall2018/munirahalarifi-project-tic-tac-toe/blob/master/Final%20project%20coding.pdf>

link to the written report: <https://github.com/ST541-Fall2018/munirahalarifi-project-tic-tac-toe/blob/master/TIC%20TAC%20TOE%20Report...pdf>

link to the slides: <https://github.com/ST541-Fall2018/munirahalarifi-project-tic-tac-toe/blob/master/PCS%20Presentation.pdf>

I used three packages (combinat), (purrr), and (tidyverse)