rand vs strategy

```r
strategy_player_1 <- function(){
  flag <- rep(0,9)
  code <- 0
  players <- matrix(data=0,nrow = 5,ncol = 2)
  for(i in 1:9){
    if(i%%2 == 0 | i==9){    #setting plaer 2 to Play randomly, and the stage 9 or the ninth index sinc
      #player 2 going for random choice
      play <- sample(1:9,1)
      while(flag[play]==1){
        play <- sample(1:9,1)
      }
    }else{
      #player 1
      play <- strategy_move_p1(players,i) #setting player one to play by specific stratagy depends wher
    }
    players[((i-1)/2+1),ifelse((i%%2)==1,1,2)] = play;
    flag[play]=1;
    if(i>4){
      result <- check_win(players,i)
      if(result$code != 0){
        return(result)
      }
    }
  }
  return(result)
}
```