1. What are the most challenging aspect of the coursework task?

= There were many challenging aspects that I faced while doing this coursework task. I found it hard while implementing the game logic because is based on multiple conditions and rules, developing the game logic and determining the winning conditions were difficult. Validation of user input was difficult to verify because the user input falls within the proper range (1-9) and that the chosen cell is not already occupied. Implementing the game loop was difficult as well because the careful consideration of the conditions and guidelines of the game is necessary when implementing a loop that lasts until a victory or draw condition is satisfied. Presenting the game board in a way that is simple to read was difficult as well because it called for careful attention to detail and the use of the right data structures.

2. How did you go about completing the task?

= To completing this task, I had a basic understanding about what type of program was it from the slide guides that were provided by our teachers. I also got few knowledges from the internet sources like YouTube and such. In addition, I learned about basic of Python Programming language from my teachers and seniors. About the game, I learned that the game board should be represented as a 2D array or a grid. By implementing the logic for showing the game board's current state, putting the rules in place so that players take turns putting their symbol (such as "X" or "O") on the board, putting the logic in place to determine whether a player has won or the game is tie between the player and the computer, by implementing such steps I went about completing such complex task.

3. What have you learned over the course of completing this coursework task?

= There is always some thing that we will learn from every task that we do. From this Noughts and Crosses task, I learned that soling problem entails thinking about the game logic and translating it into code. I understood that to be the game board and keep track of game state, we should probably use lists or arrays. I also learned that conditional statements and loops are used to iterate over the board while conditional statements are used to check the game's state, the code should be organized into functions to make it easier to read and keep. I obtained a knowledge

that the player's input must be obtained, and the current game board state must be output. Finally, the important thing that I learned was the coding we has studied from the beginning were all handy for this programming.