

AI LAB-TEST-1

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board = [C, -, -, -], [C, -, -, -], [C, -, -, -]

count = 0

C1 = 1

C2 = 2

def chk-win-zone(c)

for i in range(0, 3)

if (board[i][0] == c and board[i][1] == c and
board[i][2] == '-')
return 1, i, 2;

if (board[i][0] == c and board[i][1] == '-'
and board[i][2] == 'C')

return 1, i, 1;

if (board[i][0] == '-' and board[i][1] == c
and board[i][2] == c)

return 1, i, 0;

for j in range(0, 3);

if (board[0][j] == c and board[1][j] == c
and board[2][j] == c);

return 1, 0, 0;

if (board[0][0] == c and board[0][1] == c
and board[0][2] == c);

return 1, 0, 1;

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```
if [b[0][0] == c & b[1][1] == c & b[2][2] == c]
- ); return 1, 2, 2;
```

```
def play(c);
```

```
if (count > 9);
```

```
count += 1
```

```
res = -1
```

```
res, row, col = chk-win-zone(c)
```

```
if (res == 1);
```

```
b(row)(col) = c
```

```
print-board()
```

```
print(c "won")
```

```
return
```

```
else if (res == 0)
```

```
res, row, col = chk-win-zone(opp)
```

```
if (res == 1);
```

```
board(row)(col) = c
```

```
display-board()
```

```
else
```

```
for i in range(0, 3);
```

```
for j in range(0, 3);
```

```
if (board[i][j] == '1' or '2');
```

```
break
```

```
else :
```


AL LAB TEST-1

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```
if (board[i][j] == '-');
```

```
    board[i][j] = 1
```

```
    break
```

```
display - board();
```

```
if (count == 9) { print ("Draw"), return
```

```
else : play(opp);
```