

# READ ME

## Question 2

I have used the dataset for tic-tac-toe end-game from the UCI ML Repository.

The link for the dataset is <https://archive.ics.uci.edu/ml/datasets/Tic-Tac-Toe+Endgame>

This database encodes the complete set of possible board configurations at the end of tic-tac-toe games, where "x" is assumed to have played first. The target concept is "win for x" (i.e., true when "x" has one of 8 possible ways to create a "three-in-a-row").

The task is of Binary Classification

Positive: player X wins

Negative: player X does not win

Transformations and Scaling has been performed on the attributes.