

TEST CASES FOR DECISION TREE CLASSIFICATION

THIS IS A DECISION TREE CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

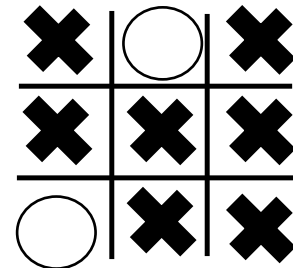
1 for X

0 for O

-1 for blank space

[1,0,1,1,1,1,0,1,1]

X can win



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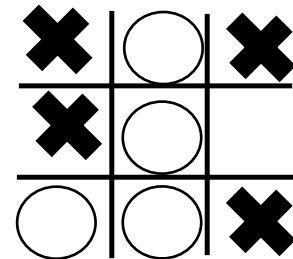
1 for X

0 for O

-1 for blank space

[1,0,1,1,0,-1,0,0,1]

X cannot win



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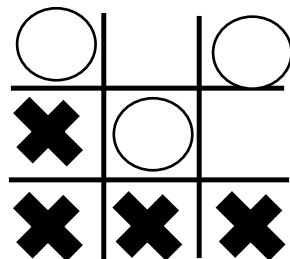
1 for X

0 for O

-1 for blank space

[0,-1,0,1,0,-1,1,1,1]

X can win



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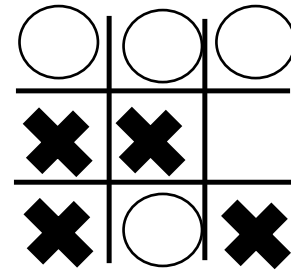
1 for X

0 for O

-1 for blank space

[0,0,0,1,1,-1,1,0,1]

X cannot win



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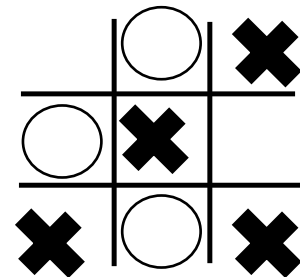
1 for X

0 for O

-1 for blank space

[-1,0,1,0,1,-1,1,0,1]

X can win



TEST CASES FOR KNN CLASSIFICATION

THIS IS A KNN CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[-1,0,1,1,1,0,1,0,0]

X can win

		○	×
×	×	○	
×	○	○	

THIS IS A KNN CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[-1,0,-1,1,-1,-1,1,-1,0]

X cannot win

		○	
×			
×			○

THIS IS A KNN CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[1,0,1,0,1,0,1,0,0]

X can win

×	○	×
○	×	○
×	○	○

THIS IS A KNN CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[-1,0,-1,1,1,1,1,0,0]

X can win

	0	
1	1	1
1	0	0

THIS IS A KNN CLASSIFICATION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[1,0,1,0,0,1,1,1,0]

X cannot win

1	0	1
0	0	1
1	1	0

TEST CASES FOR LINEAR REGRESSION

THIS IS A LINEAR REGRESSION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[1,1,1,0,0,0,1,0,1]

X	X	X
O	O	O
X	O	X

Predicted value from regression is [0.67142554]

THIS IS A LINEAR REGRESSION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[-1,-1,0,1,1,1,-1,0,-1]

		O
X	X	X
	O	

Predicted value from regression is [0.61778543]

THIS IS A LINEAR REGRESSION ALGORITHM TO PREDICT IF X CAN WIN A TIC-TAC-TOE MATCH OR NOT BASED ON THE X-O-X TABLE

ENTER THE tic-tac-toe TABLE VALUES AS A LIST:

1 for X

0 for O

-1 for blank space

[1,-1,1,0,0,-1,1,0,1]

X		X
O	O	
X	O	X

Predicted value from regression is [0.80605486]