

Time results for setting up and processing $n \times n$ tic tac toe games

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Abstract

Figuring out measuring time in haskell using criterion for setting up and processing $n \times n$ tic tac toe matrices for a 2 player game.

1 Program Summary

My program creates a new data type called Player which takes values of O,X or B.

Upon receiving the size of the grid from the user it creates a list which contains the data for each row as separate list elements. The function gameloop prints the Playgrid and calls another function which checks for win/draw conditons and continues the game if none of the conditions are true.

2 Program processing time

Using timeIt module to measure function run-time.