

# 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 Details**

Since it was initially made for 3 cross 3, We have to manually change the code to set matrix size. Presently working on setting it at command line.