AI LAB-1 : TIC TAC TOE

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- Creating a board

  • Create a dist called board that will not start off with 10 empty values. Reason why 1-9 and not 0-8 because user can i/p from 1-9 not 0-8.

- Insert Letter ( )

  Function takes 2 parameters : letter & pos. It will simply insert to given letters at the given position.

- SpaceIsFree (&pos)

  Function will simply tell us if the given space is free. Meaning it does not already contain a letter. It has one parameters, pos, which will be an integer from 1-9.

  ```
  def spaceIsFree (pos):
      return board [pos] = = ''
  ```

- printBoard

  This function takes the board as a parameter and will display it to console.

- isWinner ( )

  This function will tell us if the given letter has won based on the current board. It has 2 parameters: bo (board) & le (letter). This letter must be a 'x' or an 'o'. Check possible winning line on the board & see if it is populated by the given letter.

- main ( )

  This function is what we will call to start the game. It will be calling of the different functions in the program & dicktate the form of the program.