def computerMove (board,compchar):

if board[1][1] == '\_':

board[1][1] = compchar

elif (check if two compchar are in line without block):

#place compchar in randomly selected space of those to win

elif (check if two playerchar in line with empty space):

#place compchar in randomly selected space of those to win

elif (check if corners are empty):

#choose random free corner to put char

else:

#choose random spot not center or corners

def checkGameDone (board,winner,gameDone):

if '\_' not in board:

gameDone = True

winner = 'Tie'

elif (check three playerchar in a row/column/diagonal): gameDone = True

winner = 'Player'

elif (check three compchar in a row/column/diagonal): gameDone = True

winner = 'Comp'

return gameDone,winner

def main ():

board = [['\_','\_','\_'], ['\_','\_','\_'], ['\_','\_','\_'] ]

gameDone = False

winner = ''

playerchar, compchar = playerAndCompChar ()

#whoMoves = decideFirstPlayer (random module to choose player(0) or comp(1))

while True:

board = computerMove (board,compchar)

gameDone, winner = checkGameDone (board,winner,gameDone)