LAB-1 gide and 19/24 tooker not them what all p man 10 3- 10-8 after enalysing the string to git does to wiring Algositions to west if more is uslid But I had to state 2 and support the other proof / Usriables wide for the following objection -OJ-10 ticx = -[0-0] 3 [0] - is subjected blogon = [0" "x"]. - Algorithmy -" o" = byall - trelled Step-1 Sutialise 3x3 matrice (board) dil blace (i, j, blager): Whet if any warring player ought of their if the board in filled it And print draw or that the player has wan depending on (the still like Convert motivi into a string. (3): in funge (3): State -3 Let the player play and input the sade choice in a now of column of their process.

Sub- of their process to a strong of 24 thousands "" " first Check of the Hayor computer can view of it the is they is continuous using win state un le 8 différent Mondition Middel on the rules whole the algorithm con chek if the win state in auhuruech (put) books (but) : (ii) thed feb det -5. If win state has not been acherised than find there I'm at draw State where board is filled and none of the States malch.

offer analysing the String to get doser to wirning. bilar ti soon ji tat at laring Go work to step 2 and neplect the entire process. 84 - 7 - Ballaral Gode for the following algorithm -01-10 infalt hardon ticx = [["-c"]" 3 for - in bloyers = ["0", "x"]. whent - player = " o " Intiblise 3x3 motivie (books) del place (i, j, player): Chet if my surring players out to that it travelles (i) [interior 一种 del listify il ) sa prihasto non dat rigal 24 to to ward trust bod nes = [) Court native at a string. for i in hange (3): nes. append (" ". join (tic (i))) be in face (3): in such that the traffic how pall infall at the let the tent of the side of the tent of the such as the tent of the tent o for j in hange (3): aristershet is tiglifflight to air our respect out of the wife the win 21ate. hes. append (temp) ner. Afrend (tie [a][] + tie [][] tutiscal2)(a)) coffet & al now stall with return ner. bounded in stall one of the first of the start def there (lis): by -5. Illy win State has not been advanish then find it water = it and st-to man how built is broad whether establish · Alam Adala

1) palylab prini: court = max (court, i. court ("-")) Majdel - W if 1. wout ("0") = = 3; (lis) = whole (lis) return 0 1 Hope = 0: i . went ("X") == 3 ("! bin O upol ?") tird netwo 1 : I so gall July if count = = -1: (" I now (whitea) X legal " ) lived return 1. neturn 4. Company the : 1- = = pol file (" locards o b'db") times del display. (1: for i in mange (3): . "o" = = (gall-trillis) fr for j in hange (3): frint (tie [i][j], lend = " ") (" light (" logs o's tast") ties brist ( July - (" : (5-0) mouded has west rebed") to fir, the port - [1] (eyalf . trolled , j.i) seall del computer-more (): "X" - byall - trice for i in transpe (s): for j in tronge (3): Purt ("Interpretation of the spain of if tic [1] (j) == "-"; (" relat a tetreface") brief blace (i,j, 'X"). (Janan : Warford) if their ( histily ()) == 1: "o" = pyall . darlan netwn Mare (1, 1, "-") def main (1: shotal warent - blager

while two:

display () man (sourt; i. loud (". ") lu - Witely 17 i. count (001) = = 3: blag - true ( lis) o adular li if flag==0: E == ("X") trust. ; frint ( "Player O wint!") relation Wrest eled flag == 1: : } = = burst /. print (" Player X (Camputer) wins !") . L. relider break . P rabber eld fog = = 1: brist ("Il a draw!") : 1) Hallip H break: (2) may (3): of whent-player = = "0"; (3): in manage (3): heint (" Player O's turn") (" " - bed, (j) (j) it) tried i, j = map (int, viput (" Enter now and column (0-2): ") - Split () } Mare (i, j, habreit - player) warest \_ Mayor = "X" () warn\_tstutner ! else: (s): h horse (s): brist (" Inustid nove, - by again ") for 1 is borge (3): else: ==(p(i) id ji brint ("Campeter's tain") · fox of it is said () such abundance () if their ( history (1) == 1: whent - player = "0" ("-", (ii) welf : 1) mars fill regal troops later · out still

Player O's Luth

Firster now and column (0-2); 02

Player o's turn

Enter how and column (0-2): 20

del delplang enjuscioned ( delp) .

X - 0

\_ \_ 0

Enter how and column: 10 X -0

X\_ 0

0-8

Computer's turn

X - 0

1-148

Queste 2 noons using classes-

Class hoom:

(a flet ) dis- fet

Compater turn is = state the

X-0 (Jbs) dus Job

Fill Stoke = & chark His

Player O's turn testantiate the class and total relatingflit

a = of (white ("Rosmofxidale"))

b = of ( ifut ( " loom X 1) state ))

-- X () - 4id interest () - 4i

Computer wins! ((a) most ) brother that most

E-486

Possephion Espesie

til - moon i i fel

(1, date == " date");

() dud . )