

## CSE 512 – Winter 2019 – Labs 6

Instructor: Kerstin Voigt

Tuesdays 1:30-3:20pm in JB 359

**Exercise 0:** Solve the “FizzBuzz” programming problem in Python.

**Exercise 1:** Obtain a copy of file `tictactoe_maximin_lab6.py`. Complete this program where indicated with “Lab 6” so that the program (opponent player O, aka Min) will employ “maximin” reasoning against the human player.

**Exercise 2:** If time permits. Add to the program from Exercise 1 a component that will be able to applaud the human player (e.g., “Great move!!”) every time he/she made a move that is indeed best according to “minimax” reasoning.

**To receive credit:**

Hand in your “fizzbuzz” program. It will not be graded, but I want a complete collection of student programs. Make sure you sign your name on the signup sheet. The completion of Exercise 1 AND Exercise will translate to your HW3 which will be posted officially later in the week.