




< Previous








Next >

Practice questions: Computing Winning Positions in a Game

 [Bookmark this page](#)


What have you learnt so far?

2/2 points (ungraded)

1. In a game, what does a winning strategy refer to?

☐ A strategy in which some choices of the opponent may lead to victory.

☒ A strategy in which all possible choices of the opponent leads to victory.




2. What is the winning region of a game for a player?


☒ The vertices in the arena from which the player has a winning strategy.

☐ The set of strategies of the opponent against which the player has a winning strategy.

☐ The number of possible games that are won by the player.



Submit

 Answers are displayed within the problem

< Previous

Next >

© All Rights Reserved

edX

[About](#)[Affiliates](#)[edX for Business](#)[Open edX](#)[Careers](#)[News](#)

Legal

- [Terms of Service & Honor Code](#)
- [Privacy Policy](#)
- [Accessibility Policy](#)
- [Trademark Policy](#)
- [Sitemap](#)

Connect

- [Blog](#)
- [Contact Us](#)
- [Help Center](#)
- [Media Kit](#)
- [Donate](#)

