

legend

start/stop

processing step

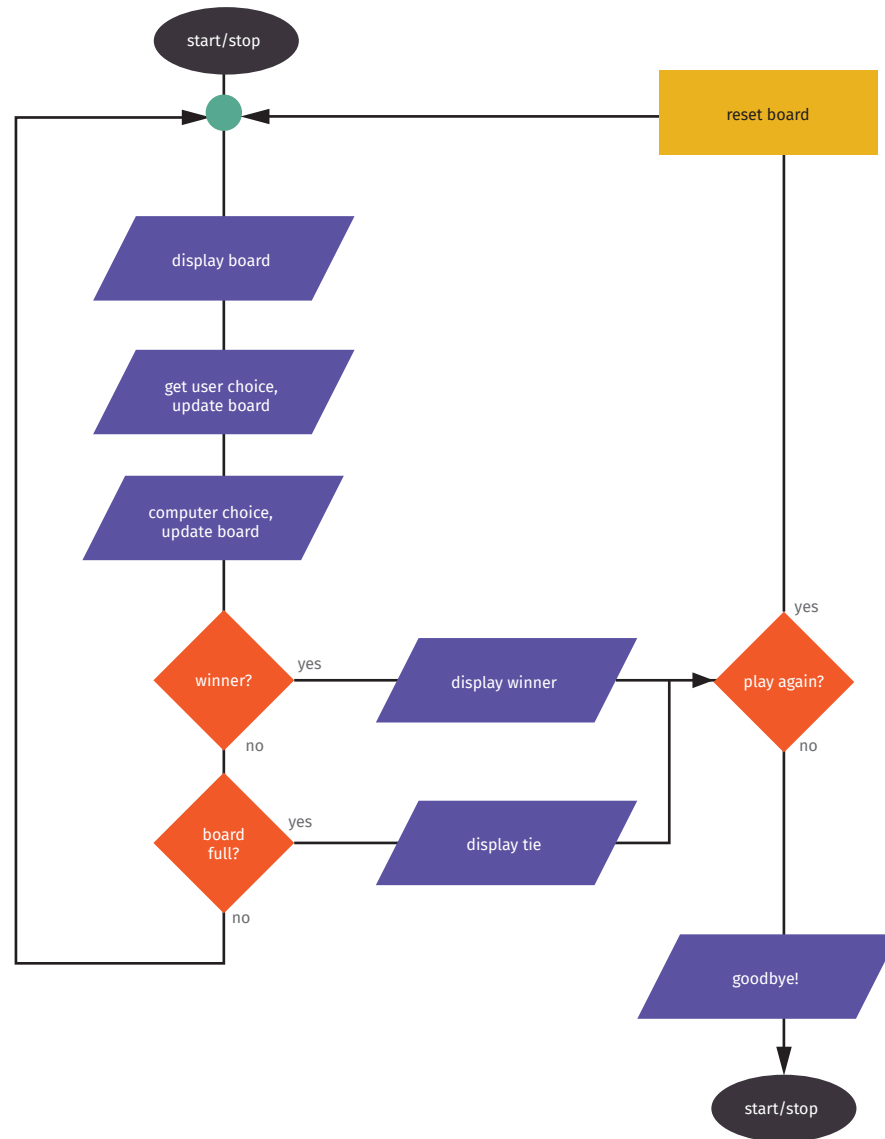
input/output

decision

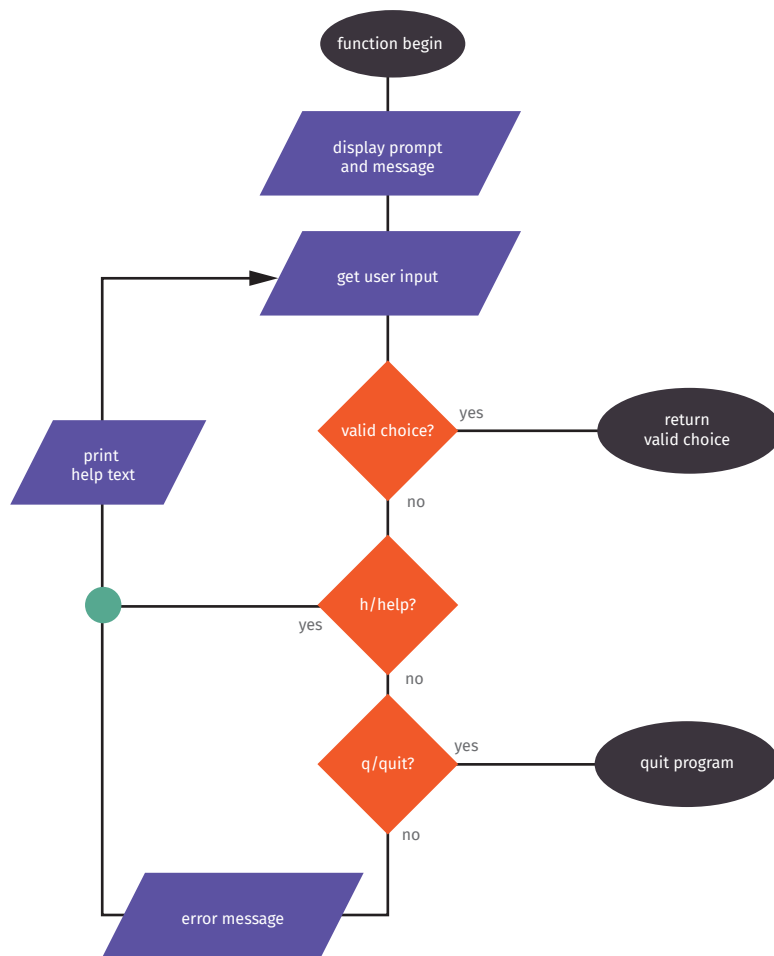
(may only
have 2
branches)

connector

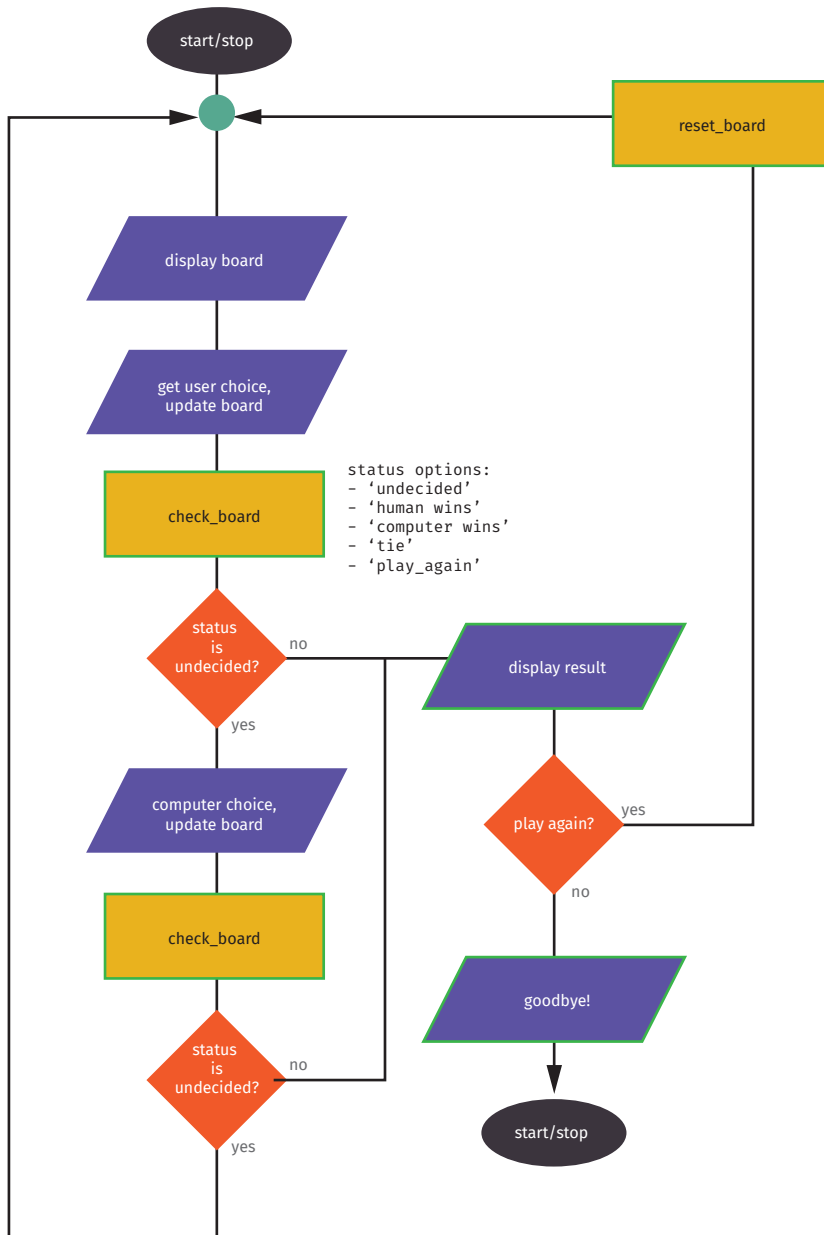
v1



get_valid_input

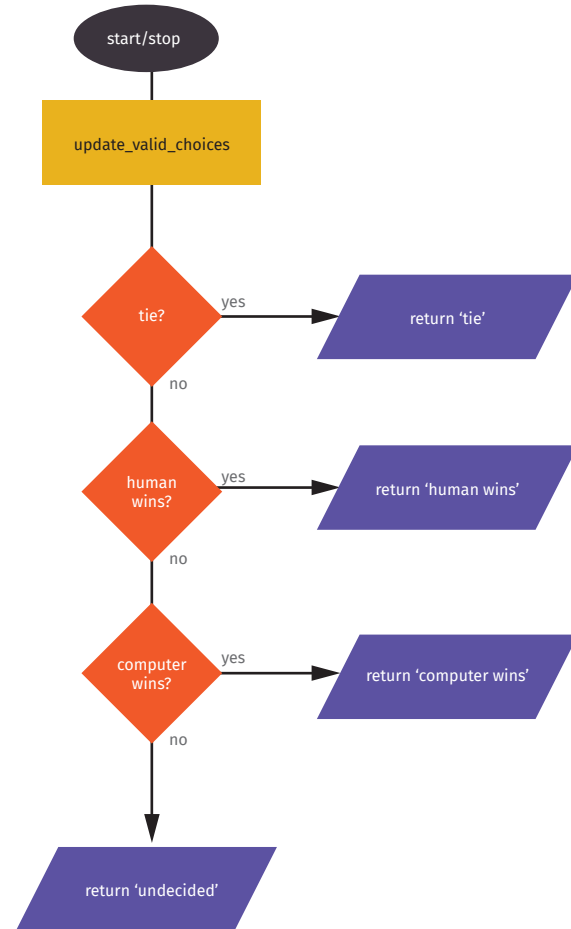


v2

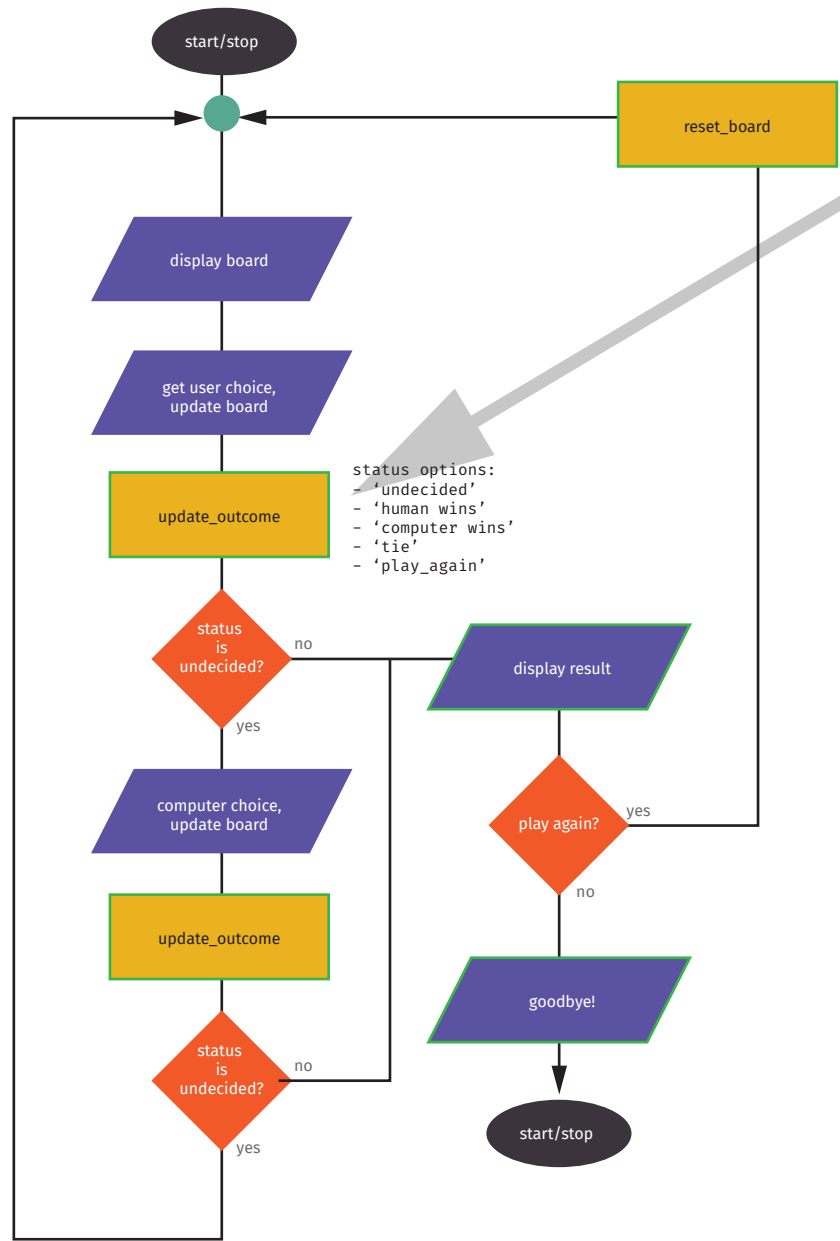


helper functions

check_board



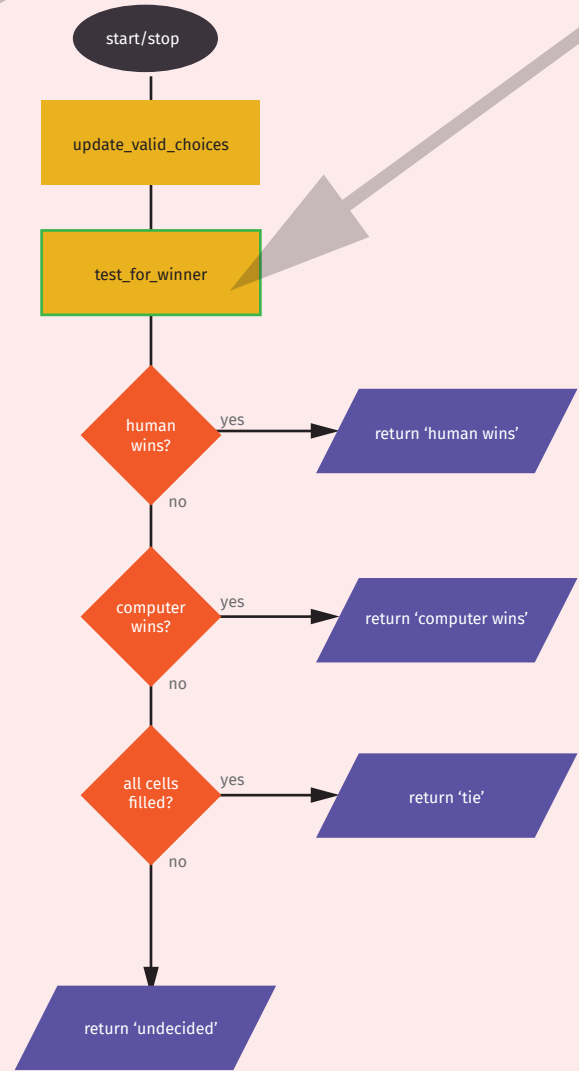
display_result



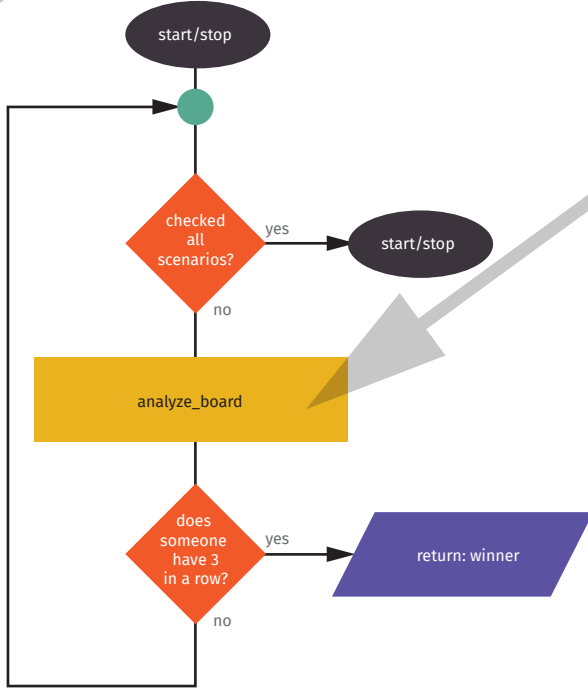
may be able to remove?

helper functions

update_outcome



test_for_winner



analyze_board

input = winning board
output = dict of wins, missess, and opposing

status options:

- computer
- human
- hi = 2 pieces on row, human doesn't have piece
- low = human has piece on this row (computer can't win)
- medium = all others

analyze_choices

status options:

- computer
- human
- 3 = hi = 2 pieces on row, human doesn't have piece
- 1 = low = human has piece on this row (computer can't win)
- 2 = medium = all others
- 0 = taken
- -1 = TBD

Example row: [0,3,2], [1,2,0], [-1,1,3]
Rules for chosing:

- if 0, update value to 0
- else:
 - average values

contextualize

taken:

- computer
- human

computer_priorities:

- hi = 2 pieces on row, human doesn't have piece
- low = human has piece on this row (can't win)
- medium = all others