

```

39     elif coin==2:
40         print("sitp remian =" ,sitp)
41         time.sleep(1)
42         if (sitp%3)==2:
43             Btakestick = 1
44         elif (sitp%3)== 0:
45             Btakestick = 2
46         elif sitp == 1:
47             Btakestick = 1
48         else :
49             Btakestick=random.randint(1,2)
50

```

This is code for bot and always go first. if stick in the pile is operate by 3 and have two and zero of fraction that need to pick 1 and 2 consecutively. We don't need to let stick in the pile that operate by 3 and have 1 fraction like 4,7,10 in my turn because we will lose the game such as if my turn has 4 sticks in the pile and we choose 1 or 2 that the opponent will take 2 or 1. We still take the last stick and lose but if who go first when stick operate by 3 and have 1 fraction that have chance to lose. I will generate the code like picture 2

```

import random
from random import choice
import time
coin=random.randint(1,2)

sitp=choice([n for n in range(5,20) if (n%3)!=1])

```

This code will random number from 5 to 20 and don't choose number that operate by 3 and have 1 fraction. This code makes who will go first always win