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Written Response

My program is a tic-tac-toe game. It's a PvP game which means it requires 2 players, rather than PvC (player vs computer). My program is a working program with nearly no errors. The program uses python.

First, the program starts out by defining "tic_tac_toe". The meaning of "tic_tac_toe" is the board of the game. It also tells you the win combinations. The next definition is of "draw". The definition of "draw" is to actually input the board into the kernel. The next definition is of "p1". That is for player 1 to choose where they want to place their "x" or "o". The next definition is of "p2". It is for player 2 to pick where to put their "x" or "o". You can only choose a number 0-9. If you choose a number that is not in that range of numbers or input a letter, it tells you "You can't go there. Try again." The fourth definition is of "choose_number". It is basically like the definition of p1 and p2. It has the 0-9 range of numbers to choose. The fifth and final definition is of "check_board". It is to check the win combinations and to see if anyone has won. The game can result like any other game. It can result in a win, loss, or tie. After the game is over, it asks you if you would like to play again. You can either type "y" or "n".

In Conclusion, my program is a tic-tac-toe game. It's a PvP game which means it requires 2 players, rather than PvC (player vs computer). My program is a working program with nearly no errors. It uses python.