USE Case- Finding the winning strategy in a card game in Python

Problem Description:-

imagine a card game where each player receives a number of cards with values the objective is to find the best way to maximize cost from the remaining pile

Assumptions

- each player tries to max their score
- cards are represented by integers which indicates their value
- Two players alternate turns and each player picks a card from either the begining or end of the list

Plan:- We can Slove problem Dynamic Programming by calculate the optimal score for every possible scenario

Steps:- Define the Game; Represent the pile of card as list of integers

2) Recursive Strategy

3) Dynamic Program

4) Base Case-

— completed —

Program:-
```
def find-optimal-Strategy(cards):
    n = len(cards)
    # create a memorization table to store subproblem result
    dp = [[0] * n for _ in range(n)]
    # Fill the table for sub problem of increasing size
    for length in range (1, n+1):
        for i=i+length
            use:
            # Choose the ... of two entries
```

Example walk through:- Consider ...

Optimizing Strategy:- By using Dynamic Programming we ensure that the solution is computed efficiently avoiding redundant calculations. This approach ensures both players play optimally and the first player gets the highest score possible given the opponents ...