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## Challenge

Psydo code

Terminal display example

	1	2	3
A			
B			
C			

1. Prompt Player to choose first Player  
L if "Player" or "computer"

2. Make move

L check Prompt\_Player() = 'x' or 'o'  
L if 'Player' = true

L Ask Player for coordinates

Helper function L check for valid input

Helper L check dictionary for availability.

L Pop 3 store in Playerdict or return null

Helper function check win()

L check Prompt\_Player

L if 'Player' = True

L check dict for winning Pairs

L if Win Prompt Victory 3

Ask to Play again

L else

Print board set game to  
'computer.'



# O O P Map

Variables

## Game object

available\_spots : Dict ~~<string>~~

current\_turn : string <tuple>

Player : Player

Computer : Computer

## Player object

occupied\_spots ~~<string>~~ dict <string: int>  
<tuple>

## Computer object

occupied\_spots ~~<string>~~ dict <tuple>

## FUNCTIONS of Game obj

- str : Print board () "Print board"
- ~~On B~~ letters 3 setter → Player & comp obj
- make move
- check win

Main ~~obj~~

L ~~from~~ while loop

L Prompt Player () # Who goes first

L Restart function()



## make move con

L if 'computer'

L get Available - spots ()  $\Rightarrow$  dict

L check Win()

L Break loop

L set Current turn  $\Rightarrow$  'Player'

L Available spots = Null

L Break loop

L Start new game