Exercise: 17 Stones

Do not search online for the solution to this problem but you can discuss it with other interns.

Difficulty level: 2 stars out of 5

This game has 2 players. The user will be Player 1 and the computer will be Player 2.

There are 16 stones on the ground. Player 1 will start the game by taking 1-3 stones. Then Player 2 will take 1-3 stones. They will keep taking turns taking 1-3 stones. Whoever has to take the last stone loses the game.

The goal is for you to have the computer win every time. Make sure to display the number of stones that the computer takes and number of stones left after each player takes a turn. You will obviously have to prompt the user for the number of stones that they want to take when it is their turn.

This is a sample game flow to show you how the game works:

Start with 17 stones

Player 1 takes 3 stones

14 stones left

Player 2 takes 2 stones

12 stones left

Player 1 takes 3 stones

9 stones left

Player 2 takes 2 stones

7 stones left

Player 1 takes 1 stone

6 stones left

Player 2 takes 2 stones

4 stones left

Player 1 takes 3 stones

1 stone left

Player 2 takes 1 stone

0 stones left so Player 2 loses and Player 1 wins!