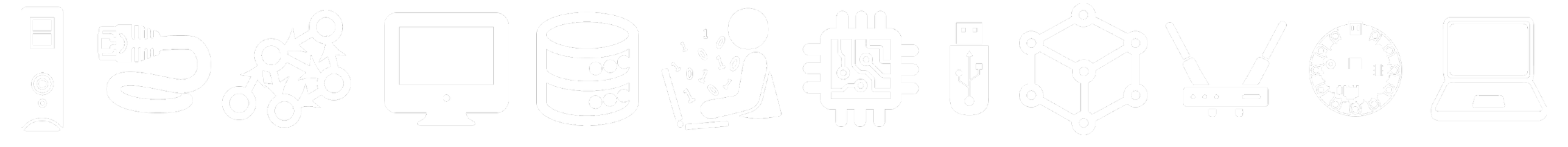
CS134 Lecture 25:

Tic Tac Toe: `Game Logic`



Announcements & Logistics

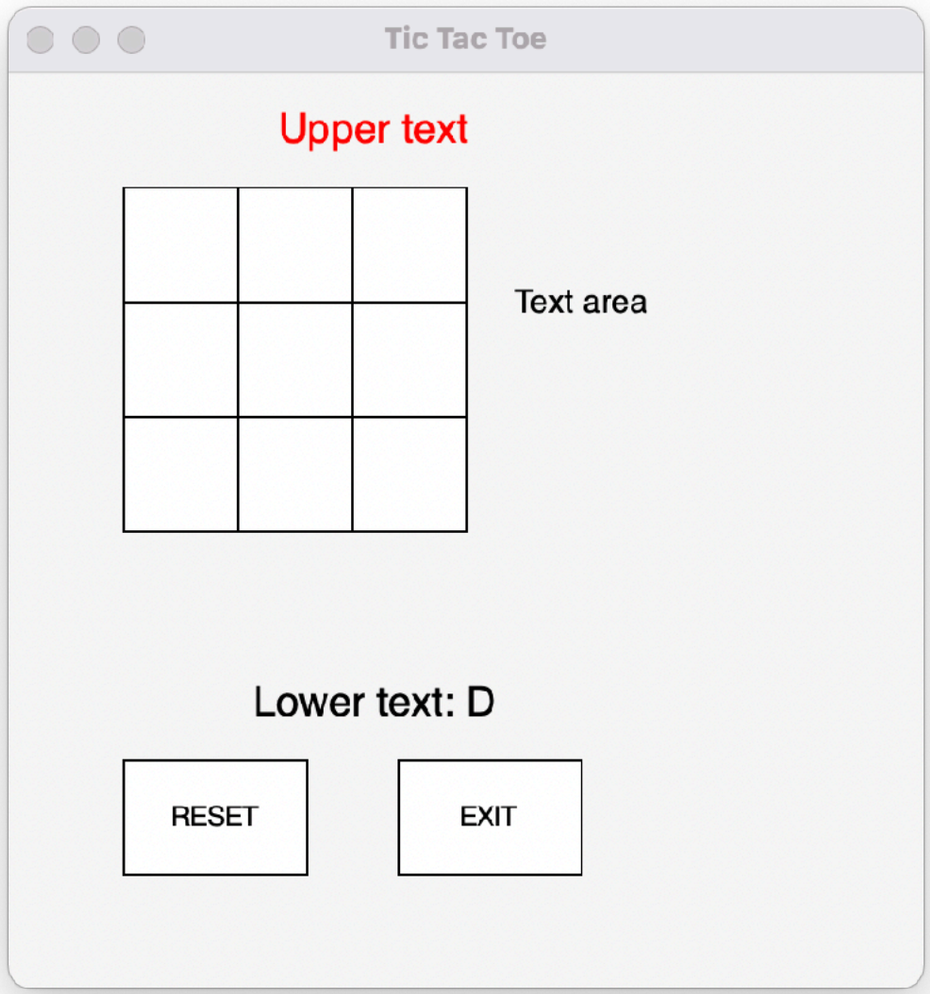
- **HW 8** due Mon @ 10 pm
- Preregistration Info Session today
  - 2.35 pm in Wege Auditorium
  - Come find out more about CS major requirements and fall courses
  - There will be cookies!

- **Lab 9 Boggle**: two-week lab
  - **Part 1** due next Wed/Thur 10 pm
  - Will run our tests on these and return automated feedback: you are allowed to revise it afterwards without penalty!
  - **Part 2** due May 1/2

Do You Have Any Questions?

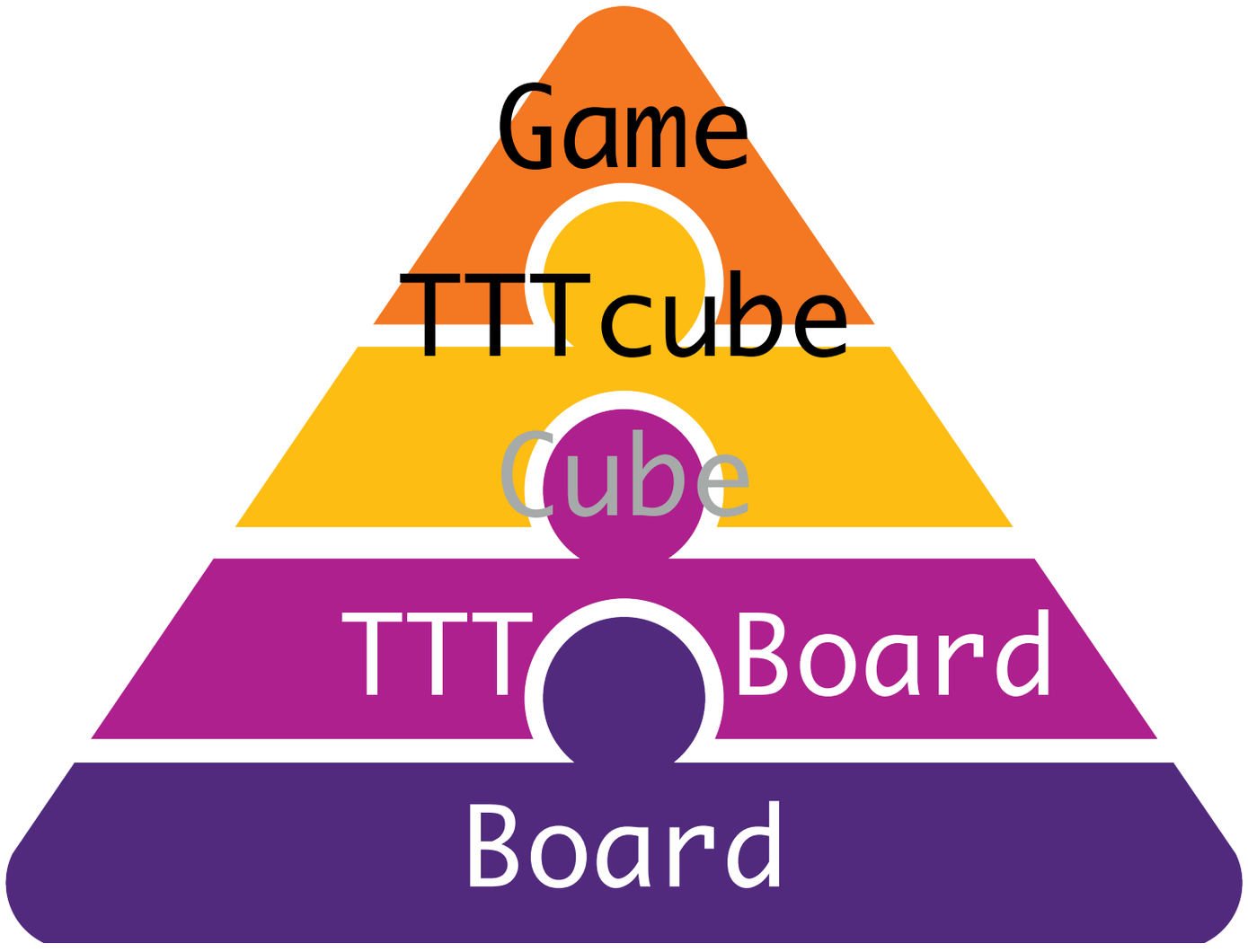
Last Time: Board class

- Basic features of our game board:
  - Text areas: above, below, right of grid
  - Grid of squares of set size: rows x cols
  - Reset and Exit buttons
    - React to mouse clicks (we'll discuss this)
- These are all **graphical** (GUI) components
  - Used graphics package to create rectangles/window/text
  - `object.draw(win)` draws object on graphical window `win`



Today: Text-Based TTT

- Explore inheritance through "grid-based word games"

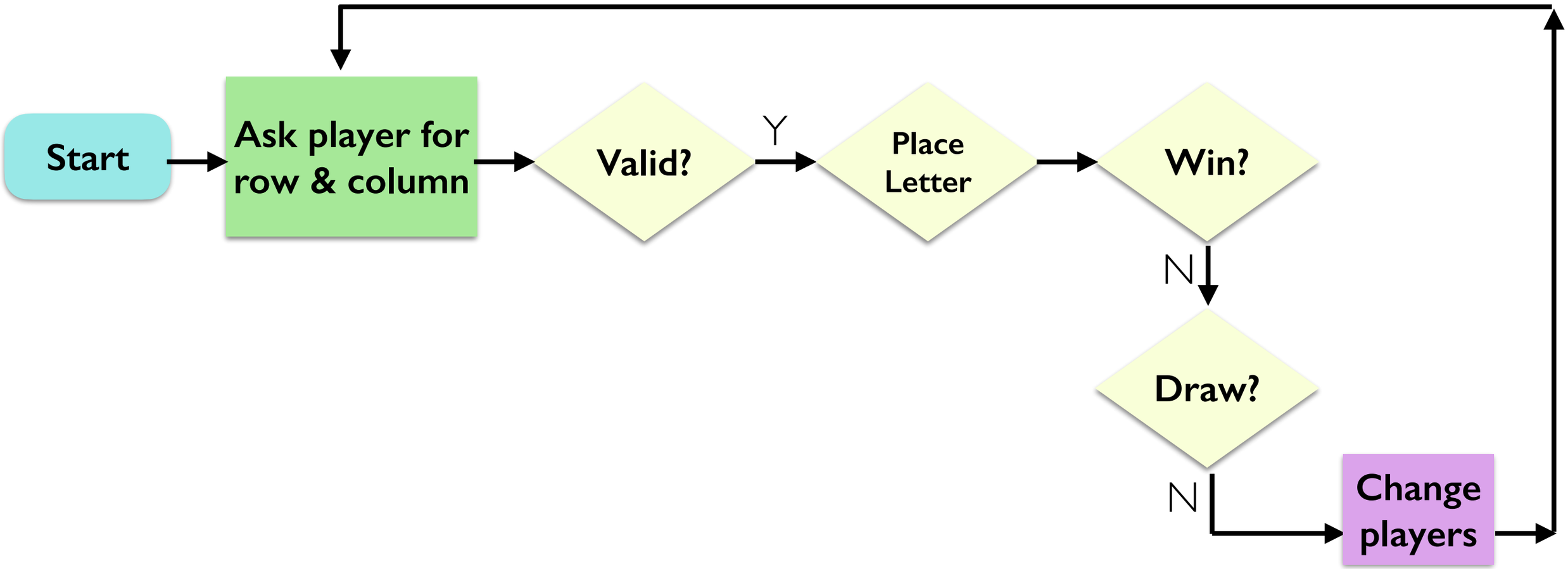


Code in Notebook

`tic-tac-toe-2.ipynb`

TTT Game Logic

- Let's create a TTT flowchart to help us think through the state of the game at various stages



Let's think about the "common" case: a valid move in the middle of the game

Finally…TTT Game Logic

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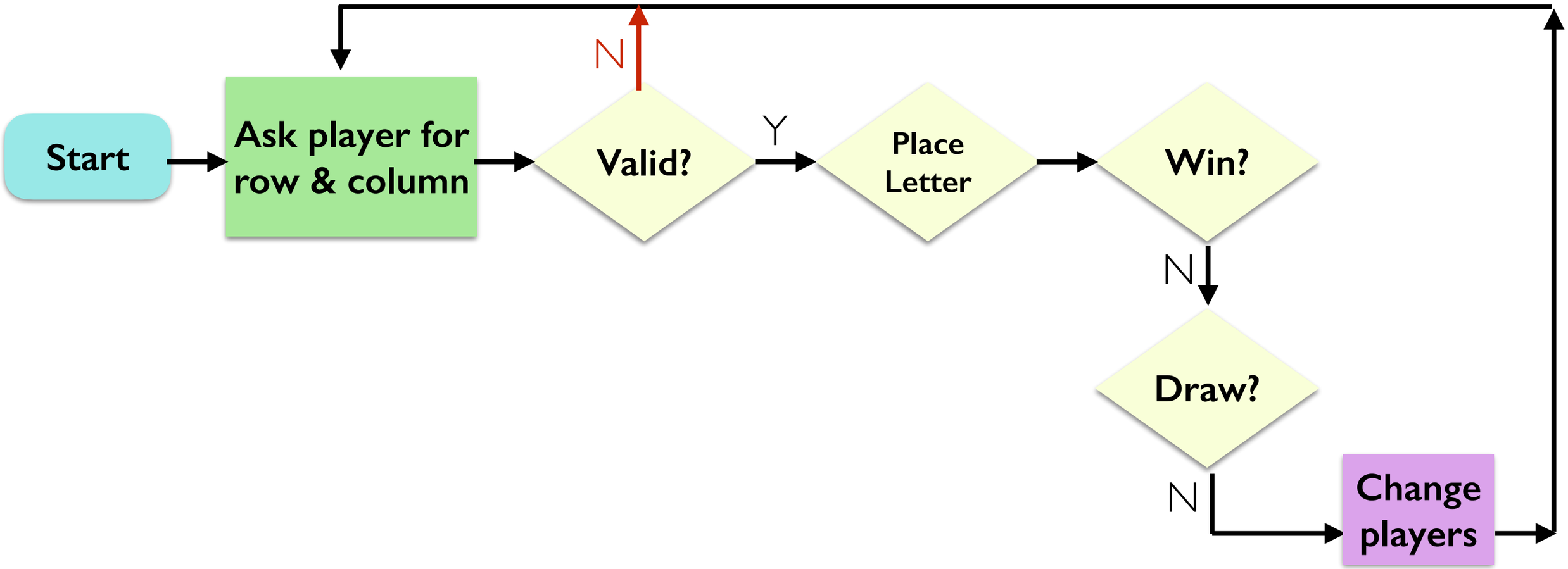

Now let's consider the case an invalid move

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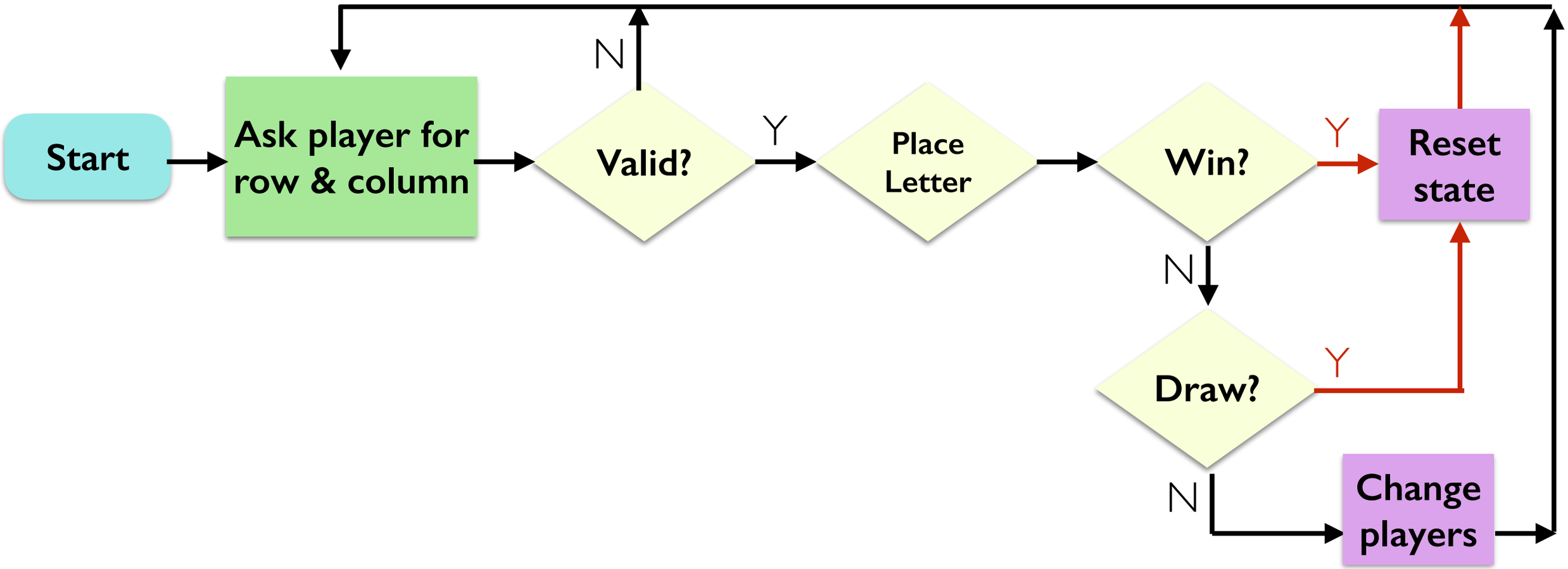

Now let's consider the case of a win or draw

Finally…TTT Game Logic

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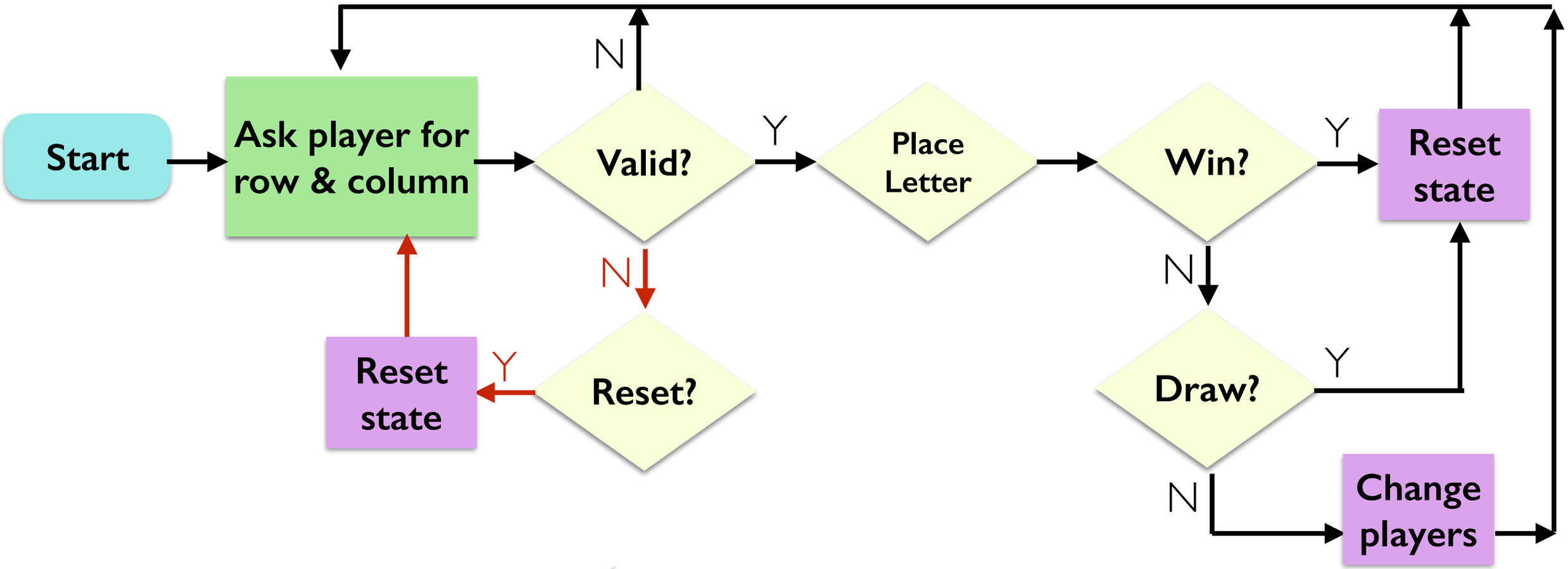

Now's let suppose a player chooses reset

Finally…TTT Game Logic

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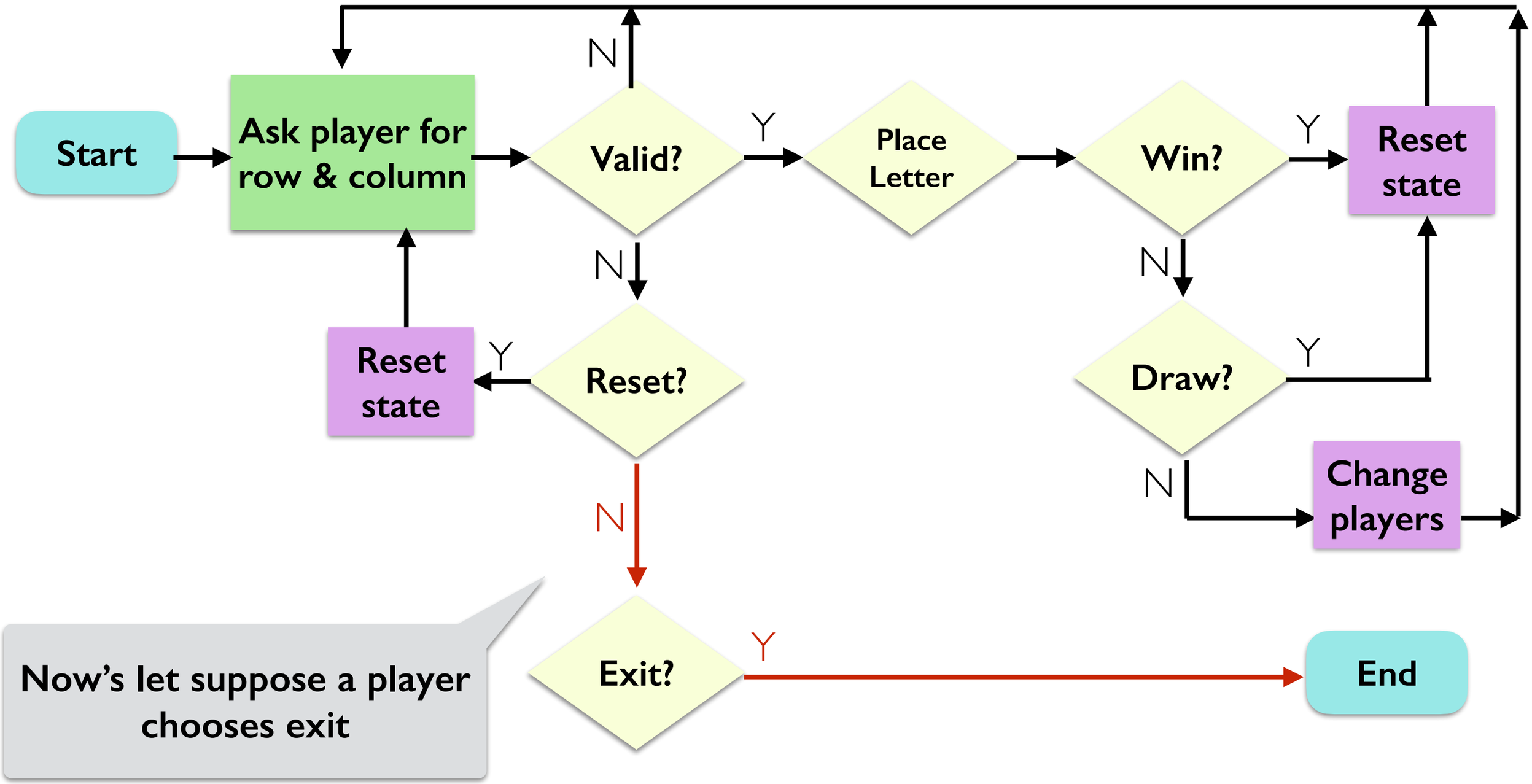

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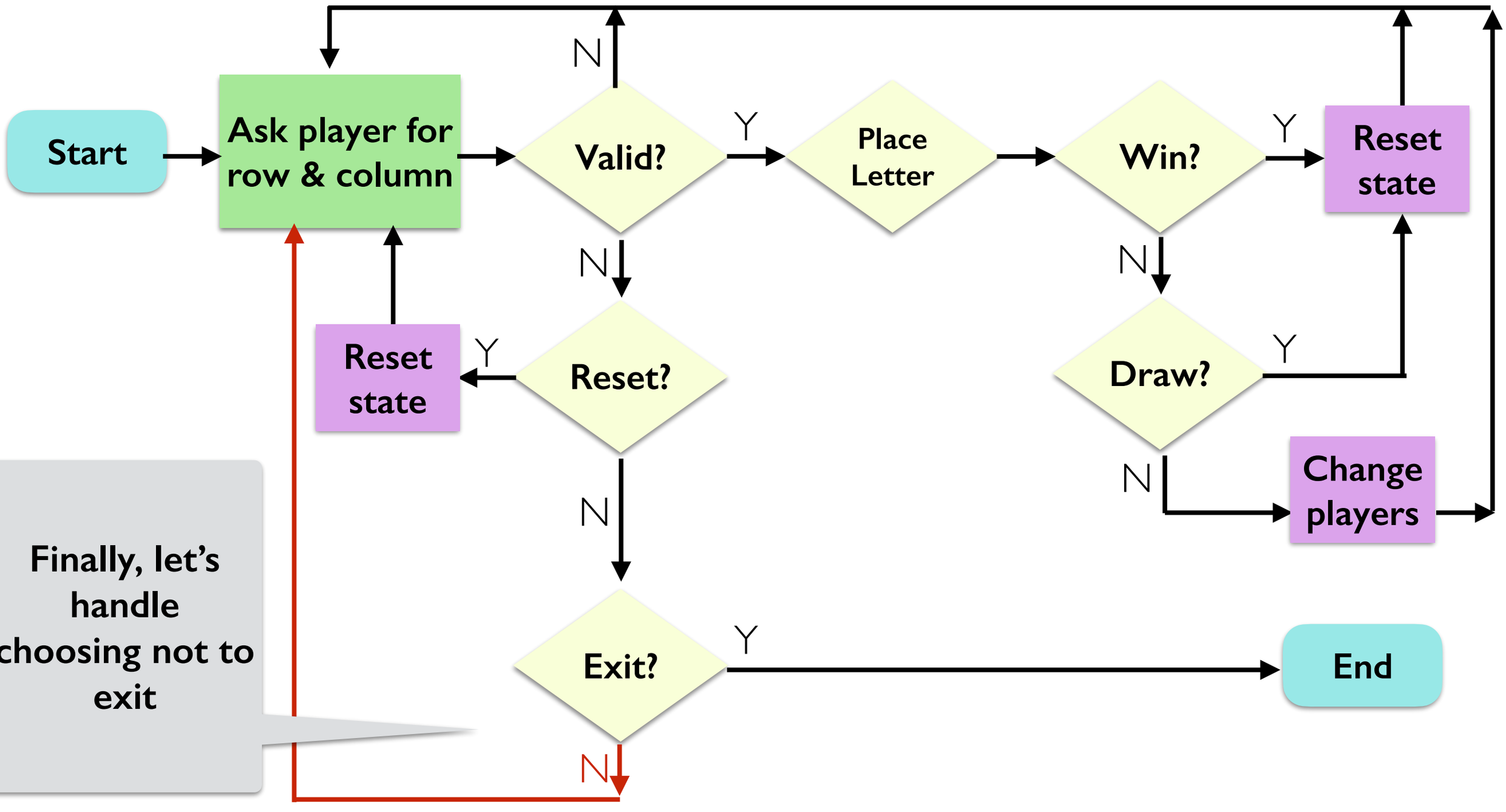

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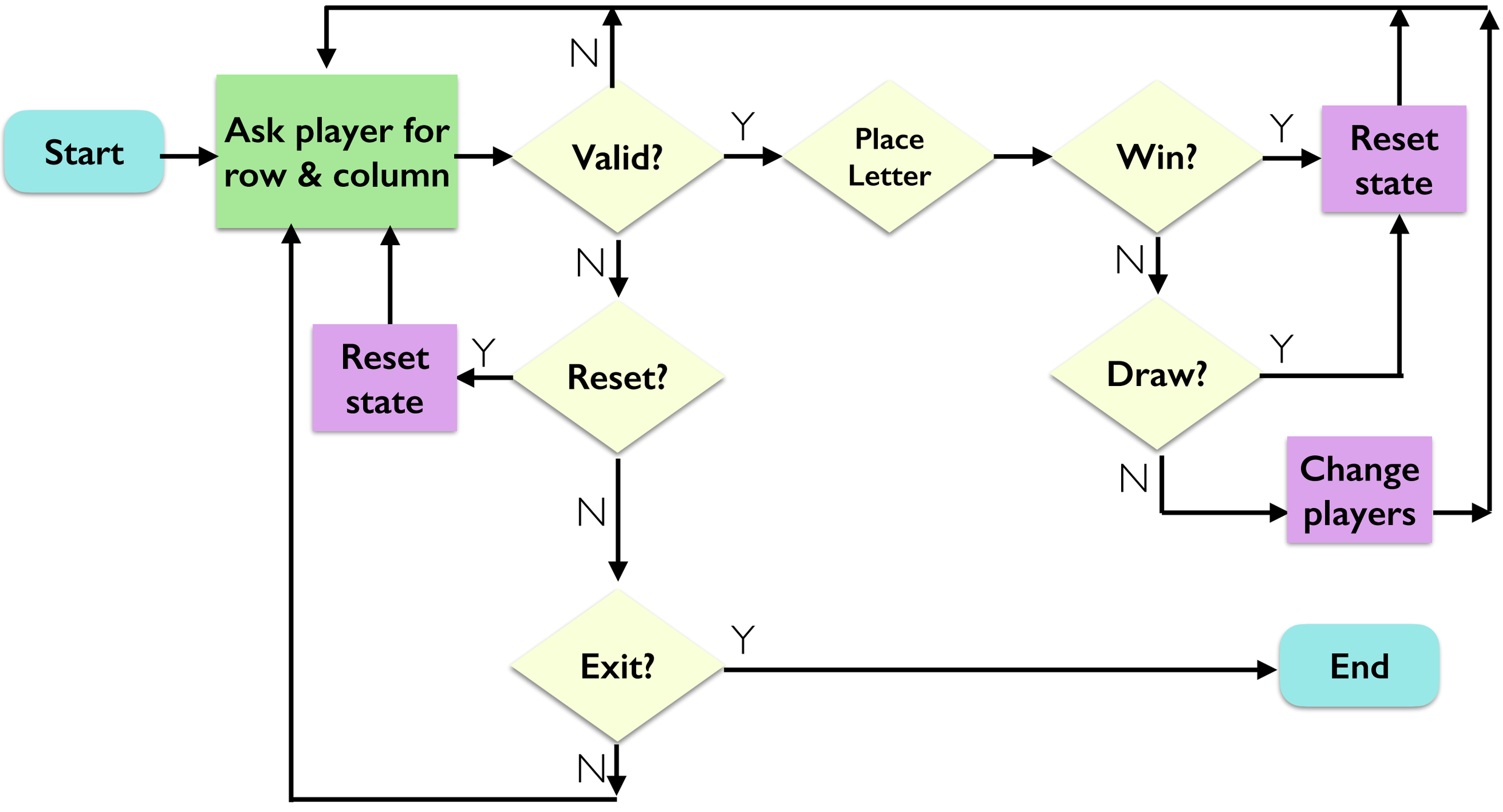
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