

## **Tic Tac Toe algorithm**

**This player always goes first and is always X**

Using this algorithm it's impossible to lose the game

### **Move 1:**

Go in a corner.

### **Move 2:**

**IF** the other player did not go in the opposite corner, **THEN** go there.

**ELSE**, then go in a free corner.

### **Move 3:**

**IF** there are 2 Xs and a space in a line, **THEN** go in that space.

**ELSE**, **IF** there are 2 Os and a space in a line, **THEN** go in that space.

**ELSE**, go in a free corner.

### **Move 4:**

**IF** there are 2 Xs and a space in a line, **THEN** go in that space.

**ELSE**, **IF** there are 2 Os and a space in a line, **THEN** go in that space.

**ELSE** go in a free corner.

### **Move 5:**

Go in the free space