

## Exercises (3)

### The TRIS puzzle.

Implement in NuSMV the “tris” (in English, “tic-tac-toe”) puzzle.

```
  X |   |  
----|---|----  
   | X |  
----|---|----  
  0 |   | 0  
   |   |
```

Prove, using NuSMV, that neither player has a winning strategy, and that both players have a non-losing strategy (Note: you do not have to implement or find the strategy, but only to show that such a strategy exists).

Additional questions: do players have a losing strategy? What about a drawing strategy? What about a non-winning strategy? And a non-drawing strategy?