

Bitwise Tic-Tac-Toe AI

Modify the Tic-Tac-Toe program at [ttt.cpp](#) to add a “computer player”. You may choose for the computer player to act as player X or player O.

AI Requirements:

1. The AI should take a winning move when a winning move is available.
2. When a winning move is not available the AI should make a move using some logic you create, you will not be evaluated on the soundness of this logic.