## Homework \#3

1. [7] Identify all possible red signatures of a 2 D tiling that include 3.

Clearly describe your logic and consider attaching your computations or spreadsheet.
2. [2] To the right is a torus tic-tac-toe game in progl What is X's best move? Why?
3. [5] Recall in normal tic-tac-toe that either player can guarantee a draw. In torus tic-tac-tow is that still the case? Provide some justification and examples to support your answer.
4. [3] Consider the alphabet.

Which letters have the same topology?

5. [3] Exercise 3.13

