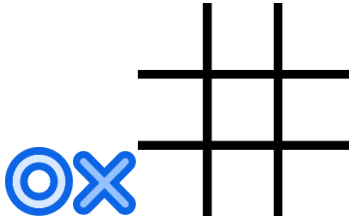


WPF Lab 1 – Tic Tac Toe

- 1) Copy the images into a folder called “images” in your solution. There are 4 images in total, a blank square, an X, an O, and a playing board.



- 2) Create a 3 column X4 rows grid.
- 3) Incorporate the background grid image, it should span three rows by three columns.
- 4) Create an image in each column and assign the blank image to them. Resize the image accordingly so it fits in the grid (hint: put an X or O first to visually see the difference, then change it to a blank image when satisfied).
- 5) Make a new class called Board with the following components:
 - a. A data structure that holds 3 rows by 3 columns
 - b. A suggested method called “Select” that selects a row for X or O.
 - c. A suggested method called “CheckWin” that checks if X or O wins. It can either return an Enum value of X or O, or it can return a complex object listing the square coordinates that won.
 - d. Any other method you think might help.
- 6) Notification area: The notification area will be the bottom row (the column should span across all the rows). In the notification area, please a stackpanel with three labels. The labels should show the following 3 texts (from up to down). Format these rows accordingly to make the game look nice.
 - Games Played: x Games Won: y
 - Win Ratio: x%
 - Turn: Player X
- 7) Other embellishments: It’s not part of the lab, but feel free to put other visual enhancements in the game, as long as they don’t interfere with the gameplay.

GAMEPLAY

When the game starts, display a screen with “X” and “O” on it, asking the user to choose their side.

Once the user clicks, the game board comes up.

X usually goes first. If the computer goes