

COMP10050 Software Engineering 1- Design Choices.

Aaron Kearns-16392391

Players and disks implemented as structs as requested.

Used a double for loop to initialize the board with x's, and a two dimensional array as requested.

Gave each player two disks diagonally across from eachother in the center of the board, as is the start of the game.

Then printed out co-ordinate identifiers along the board to identify the co-ordinates of each disk on the board.

Finally a for loop to print out the main board, with lines to separate the cells.

All work was completed by myself, as I didn't manage to find a partner for this assignment