XO Game

Hi , everyone this is a recap on this simple C program so , At the beginning

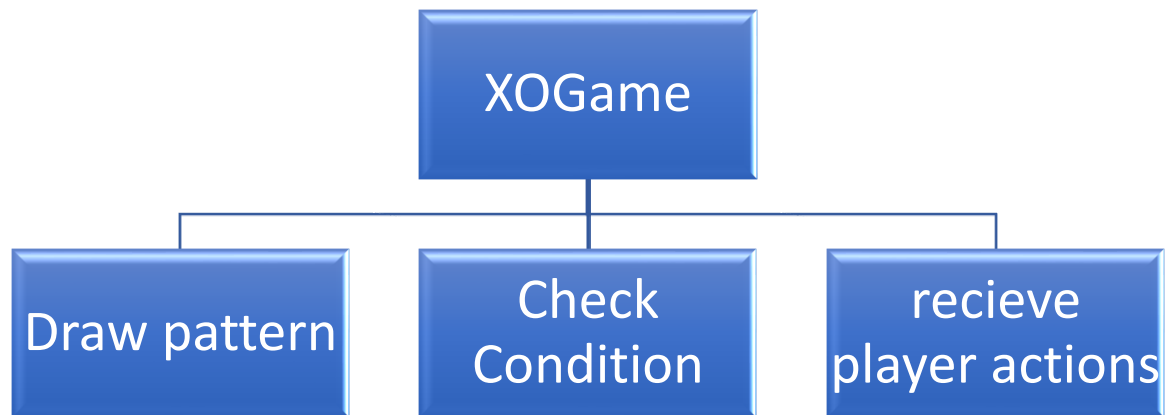## Requirements :

1)Implement XO Game with 2 user

2)The size of this game 3 by 3

3)Manage all conditions

4)High level of protection against run time error

Design :

Se we will think about this problem and we try to solve this problem

So the first thing divide this program into small problems that we can simply solve it and test it

```
                        ┌─────────────┐
                        │   XOGame    │
                        └──────┬──────┘
            ┌──────────────────┼──────────────────┐
   ┌────────┴────────┐  ┌──────┴──────┐  ┌─────────┴─────────┐
   │  Draw pattern   │  │    Check    │  │     recieve       │
   │                 │  │  Condition  │  │  player actions   │
   └─────────────────┘  └─────────────┘  └───────────────────┘
```

So here we will divide our problem into 3 small procedures

To make this program more durable we need to test all user input and apply some of MISRA rules .

Implementation :

If you need to see how to implement this function just browse the code