**Pseudocode:**

**1.Login:**

Enter login details (Name, Age, Gender)

Print “success”

Else

Print “fail”

Login Successful

**2.Instructions:**

It shows the details of the game how/ about the game.

Print ”instructions of the game”

**3.Board initialization:**

Display of the Game Board , design of the game.

Print ”game board”

**4.start game:**

It enters to the game with showing welcome to the game

Print ”welcome to the game”

**5.client:**

The game starts with the client side as a player 1.

The player 1 choose the ‘X’

The player choose the value for (1 -9) for the grid.

Print “PLAYER 1 – ‘X’ ”

Socket ( )

{

Statements

}

**6.server:**

The game starts with the client side as a player 2.

The player 2 choose the ‘O’

The player choose the value for (1 -9) for the grid.

Print “PLAYER 2 – ‘O’ ”

The two players play the game until the game wins/ends.

Socket ( )

{

Statements

}

**7.choose the winner:**

The sequence of X or O should be horizontal, vertical or diagonal .

The sequence should be three full grids with the above order.

The game ends with the winner is announced.

Print ”winner”

Once a player wins the game, the message should be played which player won.

Print ”winner”

If {

Print “choose leader board “

}

else {

Print ” play again”

}

**8.play again:**

The new game again start with the same server and client.

While ( )

{

Statement (return to the game)

}

**9.Leader board:**

It shows no of attempts and the winners of the game.

The game ends when the leader board is shown.

Print “leader board of a winners”