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COSC 311

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Homework 2

1) Error checking (input validation) for the row/column inputs (must be 0 - 2 or 1 - 3)

```
| |
-----
| |
-----
| |

Player X's Turn

Input row for move: 1

Input col for move: 1
| |
-----
|X|
-----
| |

Player O's Turn

Input row for move: 4

Incorrect range. Please try again: 3

Incorrect range. Please try again: 2

Input col for move: 2
| |
-----
|X|
-----
| |O

Player X's Turn

Input row for move: |
```

2) Test results (all steps) from beginning to end (one player wins). The program follows the given user interface and game procedure

```
Player X's Turn

Input row for move: 2

Input col for move: 0
 | |
-----
 |X|
-----
X| |0

Player O's Turn

Input row for move: 0

Input col for move: 0
0| |
-----
 |X|
-----
X| |0

Player X's Turn

Input row for move: 0

Input col for move: 2
0| |X
-----
 |X|
-----
X| |0

X Wins!

An exception has occurred, use %tb to see the full traceback.

SystemExit: Game Ended
```

3) Test results (all steps) from beginning to end (draw). The program follows the given user interface and game procedure

```
X|X|O
-----
O|O|X
-----
X|O|X

Draw!
An exception has occurred, use %tb to see the full traceback.

SystemExit: Game Ended
```

4) Error checking (input validation) for the invalid move

```
X|O|
-----
 |O|
-----
 | |X

Player X's Turn

Input row for move: 0

Input col for move: 0
Spot already occupied. Please try again:

Input row for move: 2

Input col for move: 0
X|O|
-----
 |O|
-----
X| |X
```