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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)

Text

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

Text

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

Text

Description automatically generated

1. Error checking (input validation) for the invalid move

Text

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