

XO GAmes

A2-Task3-S5-20231116-20231134-20231209



December 12, 2024

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| Name | ID | What he made |
| Amr Khaled Ahmed Abd El-Hamid   20231116@stud.fci-cu.edu.eg | 20231116 | 1. Pyramid Tic Tac Toe    1. Pyramid\_board:       1. is\_within\_bounds: bool       2. check\_line: bool       3. update\_board: bool       4. display\_board: void       5. is\_win: bool       6. is\_draw: bool       7. game\_is\_over: bool    2. PyramidPlayer:       1. Getmove: void    3. PyramidRandomPlayer:       1. Getmove: void    4. PyramidGamemenu: void 2. Word Tic Tac Toe    1. Word\_Tic\_Tac\_Toe\_Board:       1. is\_within\_bounds: bool       2. check\_line: bool       3. update\_board: bool       4. display\_board: void       5. is\_win: bool       6. is\_draw: bool       7. game\_is\_over: bool    2. Word\_Tic\_Tac\_Toe\_Player:       1. Getmove: void    3. Word\_Tic\_Tac\_Toe\_Random\_Player:       1. Getmove: void    4. PyramidGamemenu: void 3. GUI:    1. Building shape of boards    2. Accessing symbols on boards |

Illustrative table

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| Name | ID | What he made |
| Mohamed Ahmed Mohamed Abd El Wahab   20231134@stud.fci-cu.edu.eg | 20231134 | 1. Four-in-a-row    1. Four\_in\_a\_row\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. Four\_in\_a\_row\_player:       1. Getmove: void    3. Random\_Four\_in\_a\_row:       1. Getmove: void    4. Four\_in\_a\_row\_menu: *int* 2. Numerical Tic Tac Toe    1. Numerical\_Tic\_Tac\_Toe\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. Numerical\_Tic\_Tac\_Toe\_player:       1. Getmove: void    3. Random\_Numerical\_Tic\_Tac\_Toe:       1. Getmove: void    4. Numerical\_menu: int 3. Ultimate Tic Tac Toe:    1. Ultimate\_Tic\_Tac\_Toe\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. Ultimate\_Tic\_Tac\_Toe\_player:       1. Getmove: void    3. Random\_Ultimate\_Tic\_Tac\_Toe:       1. Getmove: void    4. Ultimate\_Tic\_Tac\_Toe\_menu: int |

Illustrative table

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| Name | ID | What he made |
| Youssef Hassan Abd El Gawad   yousefhassan8902@gmail.com | 20231209 | 1. 5 x 5 Tic Tac Toe    1. X\_O\_5x5\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. X\_O\_5x5\_Player:       1. Getmove: void    3. X\_O\_5x5\_Random\_Player:       1. Getmove: void 2. Misere\_X\_O    1. Misere\_X\_O\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. Misere\_X\_O\_Player :       1. Getmove: void    3. Misere\_X\_O\_Random\_Player:       1. Getmove: void 3. X\_O\_4x4:    1. X\_O\_4x4\_Board:       1. update\_board: bool       2. display\_board: void       3. is\_win: bool       4. is\_draw: bool       5. game\_is\_over: bool    2. X\_O\_4x4\_Player:       1. Getmove: void    3. X\_O\_4x4\_Random\_Player:       1. Getmove: void |

Team Works Together on:

1. Integrating Games on One Menu.
2. Making GUI for 2 Grouped Games.
3. Making Report for All games.

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XO Games

# UML Diagram:

# GitHub repository:

GitHub link: <https://github.com/mohamedahmed2005/vole_machine.git>

# Classes