Tic Tac Toe Game (compiler Mind)

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```
int main ()
{
    n=0;
    drawBoard ();
    while (1)
    {
        n++
        Input ();
        draw board ();
    if(check for win () == 'x')
    {
      cout<<" X wins!"<<endl; break;
    }
    elseif(check for win () == 'O')
    {
      cout<<" Y wins!"<<endl;
       break;
    }
    else if (check for win () == '/' && n == 9)
    {
      cout<<" Its a Draw Match \n";
       break;
    }.
```

→ counter to check players play the game.

calling drawboard().

Main

```
n=0;
drawboard()
```

//drawboard()//
** My tic tac toe**

1	2	3
4	5	6
7	8	9

output for drawboard() function.

```
void drawboard()
{
    System("cls")
    Cout<<"** My tic tac toe game **\n";
    for(int i=0; i<3; i++)
    {
        for int j=0; j<3; j++)      1<3   2<3
        {
            cout<<matrix[i][j]<<"|";
        }
        cout<<"\n";
    }.
```

i=0 ✓	j=1
0<3 ✓	1<3 ✓
j=0 ✓	j=2 ✓
0<3 ✓	2<3 ✓

i: ~~0~~ 1 2 (i++)
j: ~~0~~ ~~1~~ ~~2~~ 3 (j++)

cout << matrix [0][0]<<"|";
[0][0] = 1
1|

Cout<<matrix[0][1]<<"|"; (0,0 0,1 0,2 1,0 1,1 1,2 2,0 2,1 2,2)
[0][1] = 2 {1, 2, 3, 4, 5, 6, 7, 8, 9
1|2|3

Cout<<matrix[0][2]<<"|";
[0][2] = 3 1|2|3

Scanned with CamScanner

i=0	2<3
j=0	3<3 X
0<3 ✓	
1<3	

i 0 1 2 3 i++

j 0 1 2 3 j++

{

}

cout<<"\n";

when

i=1	j=1
i<3 ✓	1<3 ✓
j=0	j=2
0<3 ✓	2<3 ✓

i 1

0 1 2

cout<<matrix[1][0]<<" ";

[1][0] = 4

1	2	3
4	5	

cout<<matrix[1][1]<<" ";

[1][1] = 5

1	2	3
4	5	

cout<<matrix[1][2]<<"\n";

1	2	3
4	5	6

[1][2] = 6

j=3

3<3 X

out of loop & "\n"

i=2 2<3 ✓ j=2	0 1 2
j=0 j=1 2<3 ✓	
0<3 ✓ 1<3 ✓	0 1 2

cout<<Matrix[2][0]<<"|";

[2][0] = 7

1	2	3
4	5	6
7	0	

i=2 j=1 cout<<"Matrix[2][1]<<"|"

[2][1] = 8

1	2	3
4	5	6
7	8	

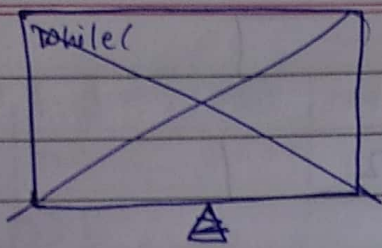
i=2 j=2 cout<<"Matrix[2][1]<<"|";

[2][2] = 9

1	2	3
4	5	6
7	8	9

full drawboard()

(6)



main

```
n=0
draw()
while(1)
{
  n++
  input()
  draw board()
  if(checkforwin-- - -
  - - - - - - - -
}
```

calling Inputfn

Input()

void Input()

{

int a;

cout<<" Press the Number of matrix field \n";

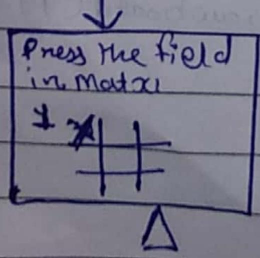
cin>>a;

if [a==1]

matrix[0][0] = Player

after input

calling drawboard.



Simillary for all the values for all the input fields till ~~matx~~

(a == 9)

matrix [2][2] = player.

checkforwin()

```
if(checkforwin()=='x')
{
  cout<<"Player 1 wins\n";
  break;
if(checkforwin()=='0')
{ cout<<"Player 2 wins\n"
  break;
}
elseif(checkforwin()=='v' &&
       n==9) → cout<<"match draw";
```

main checkforwin

cout

return of 'x'

eg 1

```
→ checkforwin()
  {
    if(matrix[0][0]=='x'
&& matrix[0][1]=='x' &&
matrix[0][2]=='x')
      return 'x';
```

00 01 02

x	x	x
x	o	o
o	x	x

"Player 1 wins"

Similary for player 2 ie 0.
Ily for '0'

Toogleplayer()
{
if (player == 'x')
play = '0'
else player = 'x';

player = 'x'
↳ then player = '0'

Else player = 'x'

{ x } → first x
{ 0 } → then 0.

x	0	0
x	x	0
0	x	0

field 1 = player 1 = x
feid 2 = player 2 = 0

'0' wins

output - Player '2' wins.

1	2	3
4	5	6
7	8	9

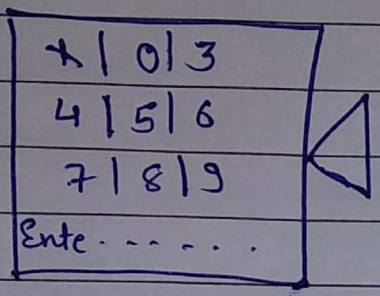
Enter the field in Mat

1

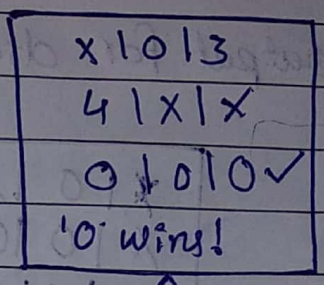
x		

"x Because Player = 'x'

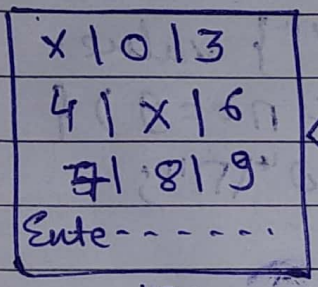
Enter the field in matrix '2'



'5'



'O' wins because

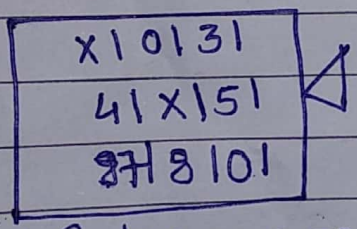


'9'

```
checkforwin()
{
  elseif(matrix[2][0]=='O' &&
  matrix[2][1]=='O' && matrix[2][2]
  =='O'
  }
```

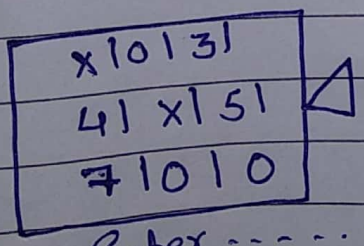
return 'O'

```
if(checkforwin()=='O')
  cout<<"'O' wins"<<"\n";
int main()
```



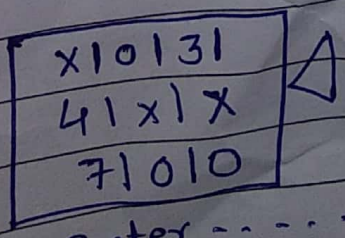
Enter.....

'8'



Enter.....

'5'



Enter.....Matrix

'7'

output for draw:

X	O	X
X	O	O
O	X	X

n = 9

→ returns {'/'} value:

```
if(check for win() == '/' && n == 9){
    cout << " Match is draw "\n";
}
```