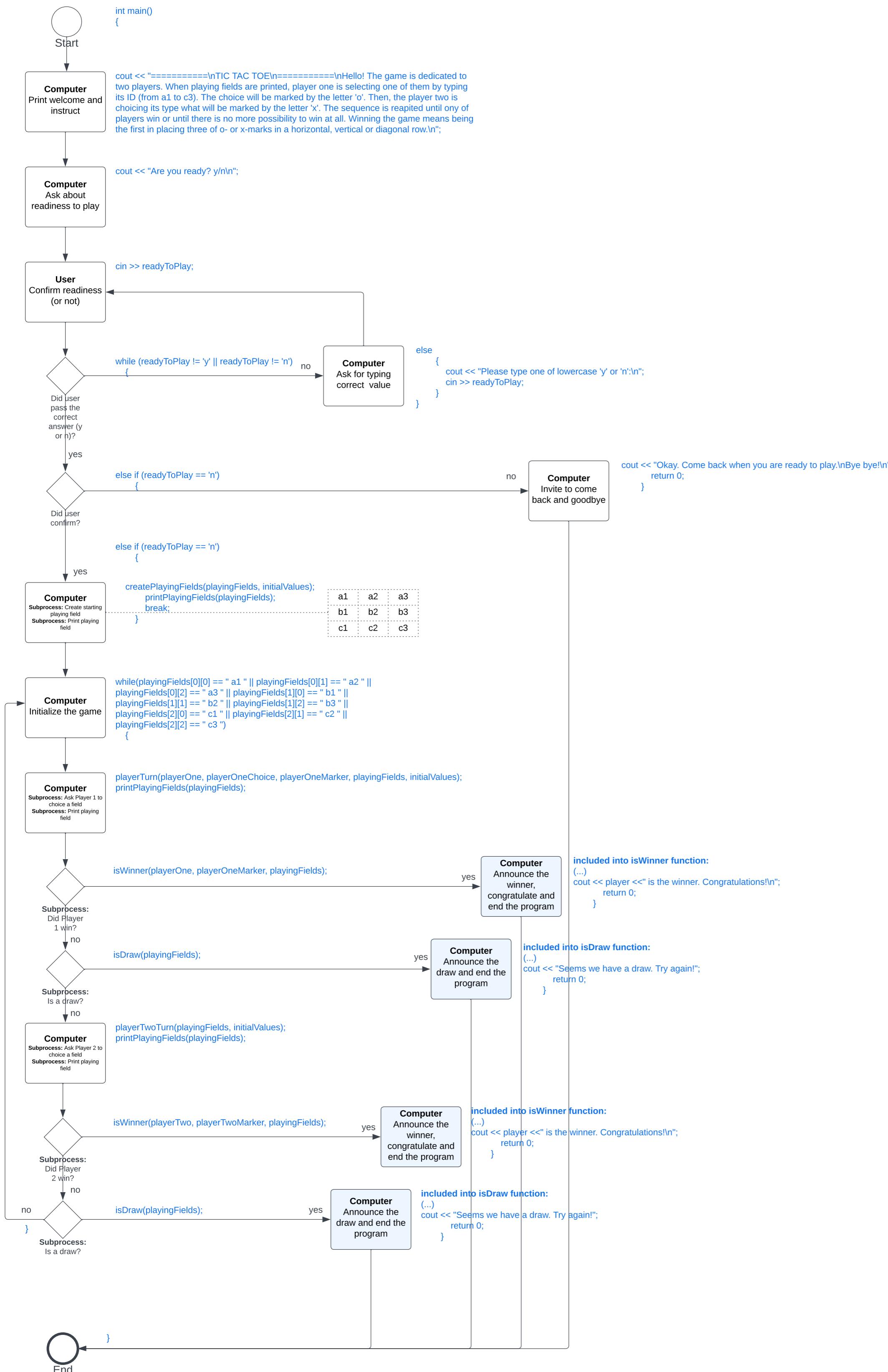


FUNCTIONS

int main()



void createPlayingFields(string playingFields[3][3], string initialValues[])

```

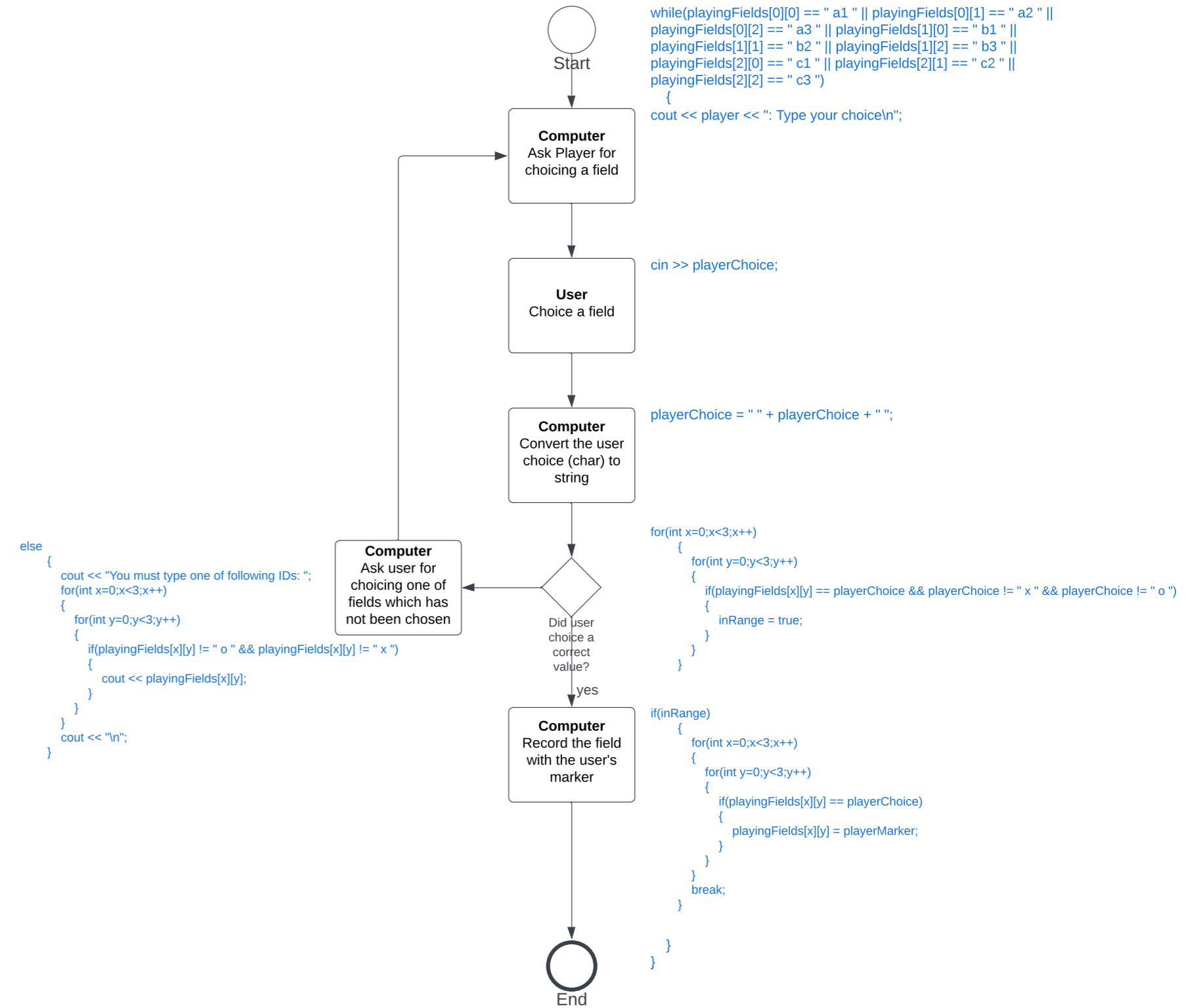
void createPlayingFields(string playingFields[3][3], string initialValues[])
{
    int i = 0;
    for(int x=0;x<3;x++)
    {
        for(int y=0;y<3;y++)
        {
            playingFields[x][y] = initialValues[i];
            i++;
        }
    }
}
  
```

void printPlayingFields(string playingFields[3][3])

```

void printPlayingFields(string playingFields[3][3])
{
    for(int x=0;x<3;x++)
    {
        for(int y=0;y<3;y++)
        {
            cout << playingFields[x][y];
        }
        cout << endl;
    }
}
  
```

void playerTurn(string player, string playerChoice, string playerMarker, string playingFields[3][3], string initialValues[])



void isWinner(string player, string playerMarker, string playingFields[3][3])

```

{
    if((playingFields[0][0] == playerMarker && playingFields[0][1] == playerMarker && playingFields[0][2] == playerMarker) ||
    (playingFields[1][0] == playerMarker && playingFields[1][1] == playerMarker && playingFields[1][2] == playerMarker) ||
    (playingFields[2][0] == playerMarker && playingFields[2][1] == playerMarker && playingFields[2][2] == playerMarker) ||
    (playingFields[0][0] == playerMarker && playingFields[1][1] == playerMarker && playingFields[2][2] == playerMarker) ||
    (playingFields[0][2] == playerMarker && playingFields[1][1] == playerMarker && playingFields[2][0] == playerMarker))
    {
        cout << player << \" is the winner. Congratulations!\\n\";
        exit(0);
    }
}
  
```

void isDraw (string playingFields[3][3])

```

{
    if((playingFields[0][0] != \" a1 \" && playingFields[0][1] != \" a2 \" && playingFields[0][2] != \" a3 \") ||
    (playingFields[1][0] != \" b1 \" && playingFields[1][1] != \" b2 \" && playingFields[1][2] != \" b3 \") ||
    (playingFields[2][0] != \" c1 \" && playingFields[2][1] != \" c2 \" && playingFields[2][2] != \" c3 \"))
    {
        cout << \"Seems we have a draw. Try again!\\n\";
        exit(0);
    }
}
  
```

VARIABLES

Global scope

```

string initialValues[] = { "a1", "a2", "a3", "b1", "b2", "b3", "c1", "c2", "c3" };
string playingFields[3][3];
string playerOne = "Player 1";
string playerTwo = "Player 2";
string playerOneChoice;
string playerTwoChoice;
string playerOneMarker = " o ";
string playerTwoMarker = " x ";
char readyToPlay;
  
```

Local scope

```

bool inRange = false;
counters:
• int i;
• int x;
• int y;
  
```