



WELCOME TO OUR
PRESENTATION



BABULAL TARABAI INSTITUTE OF RESEARCH AND TECHNOLOGY, SAGAR(M.P)

MINOR PROJECT ON TIC TAC TOE GAME

PRESENTED BY:-

MONIKA CHOUDHARY (0608CS211031)

ARYAN KESHARWANI (0608CS201008)

KSHITIJ SONI (0608CS201026)

SIDDHI NEMA(0608CS201059)

(CSE 5th SEM)

PRESENTED TO:-

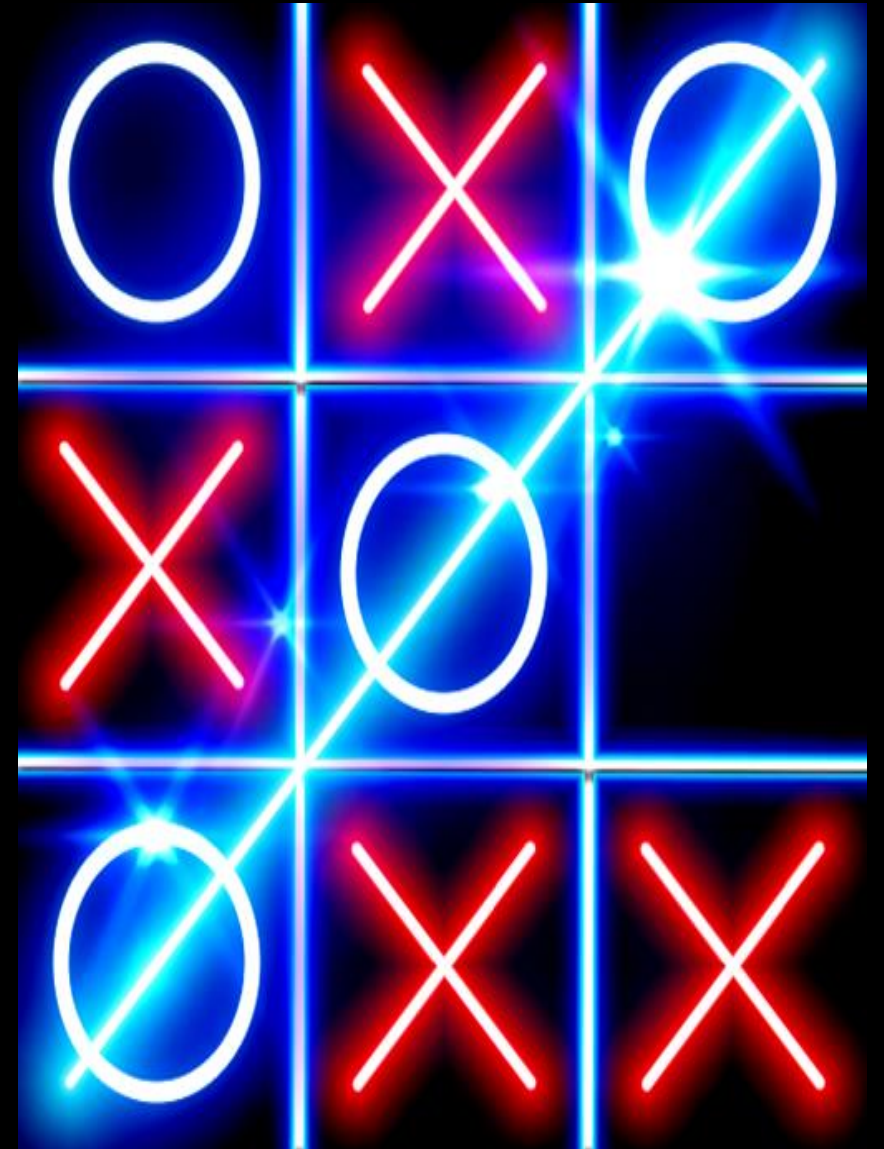
CSE DEPARTMENT

CONTENTS :-

- Introduction to tic – tac – toe .
- Minimum System Requirements .
- Functions .
- Header files .
- Game interface .
- Sample output 1 .
- Sample output 2 .
- Future scope .
- Conclusion .
- References .

INTRODUCTION TO TIC-TAC-TOE :-

- This game is very popular and is fairly simple by itself. It is actually a two player game . In this game , there is a board with $n \times n$ squares. In our game , it is 3×3 squares.
- The goal of Tic Tac Toe is to be one of the players to get three same symbols in a row horizontally , vertically or diagonally – on a 3×3 grid.
- In this game , players soon discover that best play from both the parties leads to a draw . Hence Tic –Tac – Toe is most often played by young children .



MINIMUM SYSTEM REQUIREMENTS :-

➤ OPERATING SYSTEM:- Windows 7, 8, 10, 11

➤ CPU:- Intel i3

➤ RAM:- Minimum 2GB

➤ STORAGE:- At least 150GB

➤ PROGRAMMING LANGUAGE USED:- C++

FUNCTIONS :-

- `printInputMatrix()` : this function prints the input matrix of 3 X 3 with having field's name mentioned in that particular field.
- `printBoard()` : this function prints the whole Tic – Tac – Toe grid of 3 X 3 .
- `addMark()` : this function is used to add mark to particular fields chosen by the players .
- `check()` : this function checks if any of the players has won the game or not , it is also used to check if the game is draw .

HEADER FILES USED IN GAME:-

- `#include<iostream.h>` : `iostream` stands for standard input-output stream. This header file contains definitions of objects like `cin`, `cout`, etc.
- `#include<conio.h>` : The `conio` stands for Console-Input-Output. The `conio.h` is a non-standard header file used in C and C++ programming. This file contains console input-output functions which are mostly used by MS-DOS compilers. This header file contains definitions of functions like `getch()`, `clrscr()`, etc .
- `using namespace std ;` : a **namespace** is a collection of related names or identifiers (functions, class, variables) which helps to separate these identifiers from similar identifiers in other namespaces or the global namespace.

GAME INTERFACE :-

D:\dev c++\c++ programs\tic tac toe.exe

```
| | |
```

```
-----
```

```
| | |
```

```
-----
```

```
| | |
```

Player 1 Turn (Symbol: 0)

INPUT MATRIX

```
1 | 2 | 3
```

```
-----
```

```
4 | 5 | 6
```


```
-----
```

```
7 | 8 | 9
```

Enter Input from Input Matrix: _

SAMPLE OUTPUT 1 :-

➤ If the match is drawn :

 D:\dev c++\c++ programs\tic tac toe.exe

```
X | O | X
```

```
-----
```

```
X | O | O
```

```
-----
```

```
O | X | O
```

```
!!!! MATCH DRAW !!!!
```

```
-----
```

```
Process exited after 80.33 seconds with return value 0
```

```
Press any key to continue . . . ■
```

SAMPLE OUTPUT 2 :-

➤ If any of the player is won:

```
D:\dev c++\c++ programs\tic tac toe.exe
```

```
o |  | 
-----
x | o | x
-----
  |  | o
```

```
!!!! Player 1 - Won !!!!
```

```
-----
Process exited after 61.42 seconds with return value 0
```

```
Press any key to continue . . .
```

CONCLUSION :-

The Tic Tac Toe game is most familiar among all the age groups. Intelligence can be property of any purpose-driven decision maker . This basic idea has been suggested many times . An algorithm of playing Tic Tac Toe has been presented and tested that works in efficient way. Overall the system works without any bugs .

FUTURE SCOPE OF THE PROJECT :-

Our project will be able to implement in future after making some changes and modifications as we make our project at a very low level . So the modifications that can be done in our project are :

- We can connect our program to SQL through which we can store the data of players who won the game multiple times.
- We can store the number of winning matches and drawn matches between the two players .

REFERENCES :-

- GeeksforGeeks : <https://www.geeksforgeeks.org/c-plus-plus/> .
- W3Schools : https://www.w3schools.com/cpp/cpp_intro.asp .
- Programiz : <https://www.programiz.com/cpp-programming> .



THANKS FOR
LISTENING !!



ANY QUERIES ?