



WELCOME TO OUR
PRESENTATION



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TIC-TAC-TOE GAME

The background features a series of flowing, translucent ribbons in vibrant colors: red, orange, yellow, green, and blue. These ribbons are set against a solid black background, creating a dynamic and modern aesthetic. The ribbons appear to be moving and overlapping, adding a sense of motion and depth to the overall design.

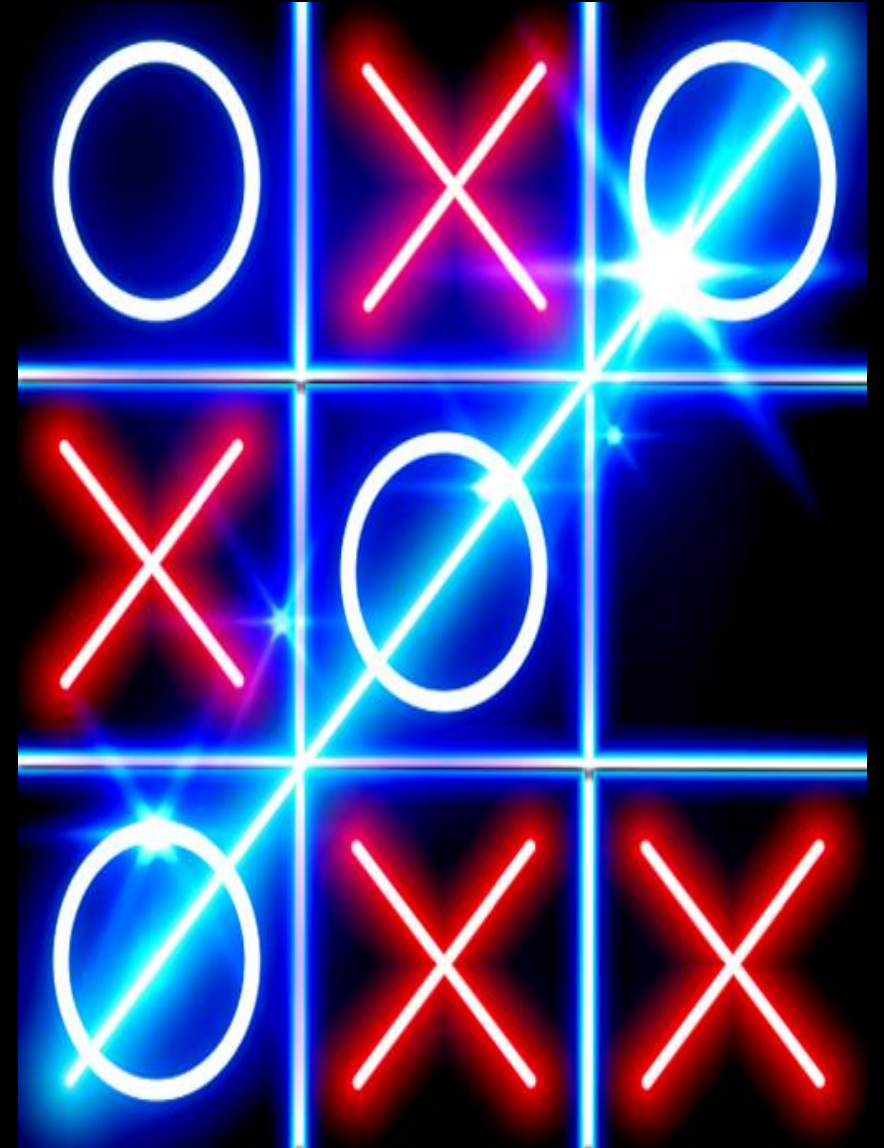


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INTRODUCTION TO TIC-TAC-TOE :-

- 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 .



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 . . .

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 use the graphics in our project to make it look more interesting and friendly .
- We can store the number of winning matches and drawn matches between the two players .

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 .

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 ?