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1 import java.util.*;
2 class TicTacToe_ACM
3 {
4
5     Scanner in=new Scanner(System.in);
6     char xox[][]=new char[3][3];
7     int i,j,position=0,k;
8     char team,comp;
9     TicTacToe_ACM()
10    {
11        //initializing the grid with '_'
12        for(i=0;i<3;i++)
13        {
14            for(j=0;j<3;j++)
15                xox[i][j]='_';
16        }
17    }
18    void print()
19    {
20        //printing the game board
21        for(i=0;i<3;i++)
22        {
23            for(j=0;j<3;j++)
24            {
25                if(j!=2)
26                    System.out.print(xox[i][j]+" | ");
27                else
28                    System.out.print(xox[i][j]);
29            }
30            if(i!=2)
31                System.out.println("\n-- -- --");
32        }
33        System.out.println();
34    }
35    void enterx(String player)
36    {
37        if(player.equals("comp"))
38            //entering x by the system
39        {
40            for(i=0;i<=9;i++)
41            {
42                position=(int)(Math.random()*9)+1;
43                if(xox[(position-1)/3][(position-1)%3] == '_')
44                    {xox[(position-1)/3][(position-1)%3]='x';
45                    break;}
46            }
47            System.out.println("Here is the move:");
48            print();
49        }
50        else if(player.equals("team"))
51            //entering x by the player
52        {
53            for(i=1;i<=3;i++)
54            {
55                System.out.println("Enter the position of x");
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51         int position=in.nextInt();
52         if(xox[(position-1)/3][(position-1)%3] == '_')
53         {
54             xox[(position-1)/3][(position-1)%3]='x';
55             print();
56             break;
57         }
58         else
59             System.out.println("Invalid Move:( You got "+(3-i)+" more chance");
60     }}}
61 void entero(String player)
62 {
63     //entering o by the system
64     if(player.equals("comp"))
65     {
66         for(i=0;i<=9;i++)
67         {
68             position=(int)(Math.random()*9)+1;
69             if(xox[(position-1)/3][(position-1)%3] == '_')
70                 {xox[(position-1)/3][(position-1)%3]='o';
71                 break;
72             }}
73             System.out.println("Here is the move:");
74             print();
75         }
76         else if(player.equals("team")) //entering o by the player
77         {
78             for(i=1;i<=3;i++)
79             {
80                 System.out.println("Enter the position of o");
81                 int position=in.nextInt();
82                 if(xox[(position-1)/3][(position-1)%3] == '_')
83                 {
84                     xox[(position-1)/3][(position-1)%3]='o';
85                     print();
86                     break;
87                 }
88                 else
89                     System.out.println("Invalid Move:( You got "+(3-i)+" more chance");
90             }}}
91 void row(char team,char comp) //checking the row
92 {
93     for(i=0,j=0;i<3;i++)
94     {
95         if((xox[i][j]==xox[i][j+1]) && (xox[i][j]==xox[i][j+2]) &&
(xox[i][j]=='x'))
96         {
97             if(team=='x')
98                 System.out.println("Well played! You crowned it :)");
99             else if(comp=='x')
100                 System.out.println("Good effort! But you got defeated :(");
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101         System.exit(0);
102     }
103     else if((xox[i][j]==xox[i][j+1]) && (xox[i][j]==xox[i][j+2]) &&
(xox[i][j]=='o'))
104     {
105         if(team=='o')
106             System.out.println("Well played! You crowned it :");
107         else if(comp=='o')
108             System.out.println("Good effort! But you got defeated :");
109         System.exit(0);
110     }
111     void column(char team,char comp)        //checking the column
112     {
113         for(j=0,i=0;j<3;j++)
114         {
115             if((xox[i][j]==xox[i+1][j]) && (xox[i][j]==xox[i+2][j]) &&
(xox[i][j]=='x'))
116             {
117                 if(team=='x')
118                     System.out.println("Well played! You crowned it :");
119                 else if(comp=='x')
120                     System.out.println("Good effort! But you got defeated :");
121                 System.exit(0);
122             }
123             else if((xox[i][j]==xox[i+1][j]) && (xox[i][j]==xox[i+2][j]) &&
(xox[i][j]=='o'))
124             {
125                 if(team=='o')
126                     System.out.println("Well played! You crowned it :");
127                 else if(comp=='o')
128                     System.out.println("Good effort! But you got defeated :");
129                 System.exit(0);
130             }
131         }
132     void leftD(char team,char comp)        //checking the left diagonal
133     {
134         i=0;j=0;
135         if((xox[i][j]==xox[i+1][j+1]) && (xox[i][j]==xox[i+2][j+2]) &&
(xox[i][j]=='x'))
136         {
137             if(team=='x')
138                 System.out.println("Well played! You crowned it :");
139             else if(comp=='x')
140                 System.out.println("Good effort! But you got defeated :");
141             System.exit(0);
142         }
143         else if((xox[i][j]==xox[i+1][j+1]) && (xox[i][j]==xox[i+2][j+2]) &&
(xox[i][j]=='o'))
144         {
145             if(team=='o')
146                 System.out.println("Well played! You crowned it :");
147             else if(comp=='o')
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148         System.exit(0);
149     }}
150     void rightD(char team,char comp)    //checking the right diagonal
151     {
152         i=0;j=2;
153         if((xox[i][j]==xox[i+1][j-1]) && (xox[i][j]==xox[i+2][j-2]) &&
(xox[i][j]=='x'))
154         {
155             if(team=='x')
156                 System.out.println("Well played! You crowned it :)");
157             else if(comp=='x')
158                 System.out.println("Good effort! But you got defeated :(");
159             System.exit(0);
160         }
161         else if((xox[i][j]==xox[i+1][j-1]) && (xox[i][j]==xox[i+2][j-2]) &&
(xox[i][j]=='o'))
162         {
163             if(team=='o')
164                 System.out.println("Well played! You crowned it :)");
165             else if(comp=='o')
166                 System.out.println("Good effort! But you got defeated :(");
167             System.exit(0);
168         }}
169     void main()
170     {
171         TicTacToe_ACM game=new TicTacToe_ACM();
172         System.out.println("          Tic Tac Toe");
173         System.out.println("Board Positions");
174         k=1;
175         for(i=0;i<3;i++)
176         {
177             for(j=0;j<3;j++)
178             {
179                 if(j!=2)
180                     System.out.print(k+" | ");
181                 else
182                     System.out.print(k);
183                 k++;
184             }
185             if(i!=2)
186                 System.out.println("\n-- -- --");
187         }
188         System.out.println("\nPick your team: X or O ?");
189         team=Character.toLowerCase(in.next().charAt(0));
190         if(team!='x' && team!='o')
191         {
192             System.out.println("INVALID INPUT!");
193             System.exit(0);
194         }
195         if(team=='x') comp='o';
196         else comp='x';
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```
197         for(k=1;k<=9;k++)
198         {
199             if(k%2==1)
200             {
201                 if(team=='x')
202                     game.enterx("team");
203                 else
204                     game.enterx("comp");
205             }
206             else
207             {
208                 if (team=='o')
209                     game.entero("team");
210                 else
211                     game.entero("comp");
212             }                                     //finding the winner
213             game.row(team,comp);
214             game.column(team,comp);
215             game.leftD(team,comp);
216             game.rightD(team,comp);
217         }
218         System.out.println("The game is a draw :|");
219     }
220 }
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Blue: Terminal Window - ACM_Recru
Options
Tic Tac Toe
Board Positions
1 | 2 | 3
---
4 | 5 | 6
---
7 | 8 | 9
Pick your team: X or O ?
x
Enter the position of x
1
x | - | -
---
- | - | -
---
- | - | -
Here is the move:
x | - | -
---
- | o | -
---
- | - | -
Enter the position of x
2
x | x | -
---
- | o | -
---
- | - | -
Here is the move:
x | x | -
---
- | o | -
---
o | - | -
Enter the position of x
Can only enter input while your program is running
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Blue: Terminal Window - ACM_Recru
Options
x
Enter the position of x
1
x | - | -
---
- | - | -
---
- | - | -
Here is the move:
x | - | -
---
- | o | -
---
- | - | -
Enter the position of x
2
x | x | -
---
- | o | -
---
- | - | -
Here is the move:
x | x | -
---
- | o | -
---
o | - | -
Enter the position of x
3
x | x | x
---
- | o | -
---
o | - | -
Well played! You crowned it :)
Can only enter input while your program is running
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