Tic Tac Toe Project

Samantha Carr and Avi Cueva

Pseudocode

What we want to do:

Give the user the rules.

Randomly select either human or computer to go first

Print the empty board

Prompt the user for row/column

populate the board with error checking

check for a winner

switch to the other player.

Repeat

Source Code is in the zipped file.

Rules of the Game

1. Players alternate placing Xs and Os on the board until either of one player has three in a row, horizontally, vertically or diagonally

2. If a player is able to draw three Xs or three Os in a row, that player wins.

3. If all nine squares are filled and neither player has three in a row, the game is a draw."

Player will use X Computer will use O

Discussion

This project was alright. It was not too hard but wasn’t super easy. In this project the only new concepts that I learned and applied was user defined functions and 2-d arrays. I got help from Abbey from the computer lab and Avi, who was my partner for this project. We split the project evenly, after I got help on the code, Avi worked on condensing the code and making more sense of it. Overall, I enjoyed this project, a lot more than game of nim.

(Avi)

Enjoyed this project, working with a partner added additional complexities, mainly due to programming style. Comments on both our parts would have helped. Overall it was a good experience.

