Practical 17

Aim : Write a program that displays a tic-tac-toe board. A cell may be X, O, or empty. What to display at each cell is randomly decided. The X and O are images in the files X.gif and O.gif.

Code :

```
package practical17;


import java.io.FileInputStream;
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;
import javafx.scene.layout.GridPane;
import javafx.stage.Stage;


public class Practical17 extends Application {


    @Override


    public void start(Stage primaryStage) throws Exception {


        GridPane root = new GridPane();


        Image img;


        ImageView img_view;
        for (int i = 0; i < 3; i++) {


            for (int j = 0; j < 3; j++) {
                int n = (int) (Math.random() * 2);
```

```
            if(n==0)
            {    FileInputStream fin;
                    fin = new
FileInputStream("C://Users//SI//OneDrive//Desktop//java_image/X.gif");
                    //fin=("E:/x.gif");
                    img = new Image(fin);
                    img_view = new ImageView(img);
                    root.add(img_view, j, i);


            }
            else if(n==1)
                  {
                    FileInputStream fin;
                    //fin = new FileInputStream("C:/Users/SI/OneDrive/Desktop/BE SEM
4/05_ OBJECT ORRIENTED PROGRAMMING -1/220133107008/O.jpg");
                    fin = new
FileInputStream("C://Users//SI//OneDrive//Desktop//java_image/O.gif");
                    img = new Image(fin);
                    img_view = new ImageView(img);
                    root.add(img_view, j, i);


                  }
            else{
               continue;
            }
                    }
      }


         Scene scene = new Scene(root, 200, 200);
         primaryStage.setScene(scene);
```

```
        primaryStage.setTitle("Tic-Tac-Toe Board Demo");
        primaryStage.show();
    }
  public static void main(String[] args) {
    launch(args);
  }
}
```

Output :