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| Objectives: As a programmer, you will be expected to understand good coding practice and logical structures. For this project ***you must show mastery of***:   * Proper code layout * Variable declaration and initialization * Proper library importing * Constant declaration and initialization * Collections (arrays) * Method overloading * Anonymous object * Modularization * Dispatching * Program sequence, selection, & looping * Cohesion * UML * JavaDoc * Input validation/sanitization * Good programming practices | Lab 6  All of the chapter exercises plus:  Create a tic-tac-toe class that will enable you to write a program to play tic-tac-toe. The class contains a private 3 by 3 two-dimensional array. Use an enumeration to represent the value in each cell of the array. The enumeration’s constants should be named X, O, & EMPTY. The constructor should initialize the board elements to EMPTY. Allow two players. Whenever the first player moves, place an X in the specified square, and place an O for 2nd player moves. Each move must be to an empty square. After each move, determine whether the game has been won and whether it’s a draw.  http://1.bp.blogspot.com/-A_Mf3gNWtPM/TuoM5YMjBGI/AAAAAAAAF6U/VZz-s0K0p4o/s1600/tttboard.jpg |