

Tic Tac Toe game

Outputs

```
C:\Windows\System32\cmd.exe X + v
Microsoft Windows [Version 10.0.22631.3447]
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C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>g++ -o TestMoveStack testdriverMoveStack.cpp MoveStack.cpp

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>.\TestMoveStack.exe
move stack size: 0
test 3 pushes to stack
test top and 1 pop from stack
2 2
1 1
move stack size: 2
move stack size: 3

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>g++ -o TestGameState testdriverGameState.cpp GameState.cpp MoveStack.cpp

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>.\TestGameState.exe
---
---
---
current player: 0
1 should be 1
---
_X_
---
current player: 1
---
_X_
---
-1 should be -1
XOO
OXX
XXO
1 1 1 1 1 1 0
```

```
C:\Windows\System32\cmd.exe X + v

true
false

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>g++ -o TicTacToe main.cpp GameState.cpp MoveStack.cpp

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>.\Tictactoe.exe

---
---
---
Player 0 make a turn.
move 0 0
X__
---
---
Player 1 make a turn.
move 2 2
X__
---
__O
Player 0 make a turn.
move 0 1
XX_
---
__O
Player 1 make a turn.
move 2 0
XX_
---
O__O
Player 0 make a turn.
move 0 3
XX_
X__
O__O
Player 1 make a turn.
```

```
Player 0 make a turn.
move 0 3
XX_
X__
O__O
Player 1 make a turn.
move 2 1
XX_
X__
OOO
Player 1 won!

C:\Users\User\Desktop\Spring 2024 MSC in CS\CS 5301\Assignmens\Apr 30 2024\Assignment>
```