**Two-Dimensional Arrays**

1. Write a program that plays a game of ticktacktoe (2 player game). The game has three rows and three columns. A player wins when he succeeds in filling a row or a column or a diagonal with his mark. The program uses X and O’s. The board is to be represented using a two-dimensional array. Write and use tat least the following methods. Ensure that a players turn does not overwrite an existing X or O. Save as TwoDArrays (Note: you must write your own program, and not copy the program out of the textbook)

initBoard - initialize the board

displayBoard - dispays the board

checkWin - checks to see if a player has won.

Example run:

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Player #1 enter a row

0

Player #1 enter a column

0

X--

---

---

Player #2 enter a row

1

Player #2 enter a column

1

X--

-O-

---

Player #1 enter a row

0

Player #1 enter a column

2

X-X

-O-

---

Player #2 enter a row

1

Player #2 enter a column

0

X-X

OO-

---

Player #1 enter a row

0

Player #1 enter a column

1

XXX

OO-

---

Player# 1 WINS!!