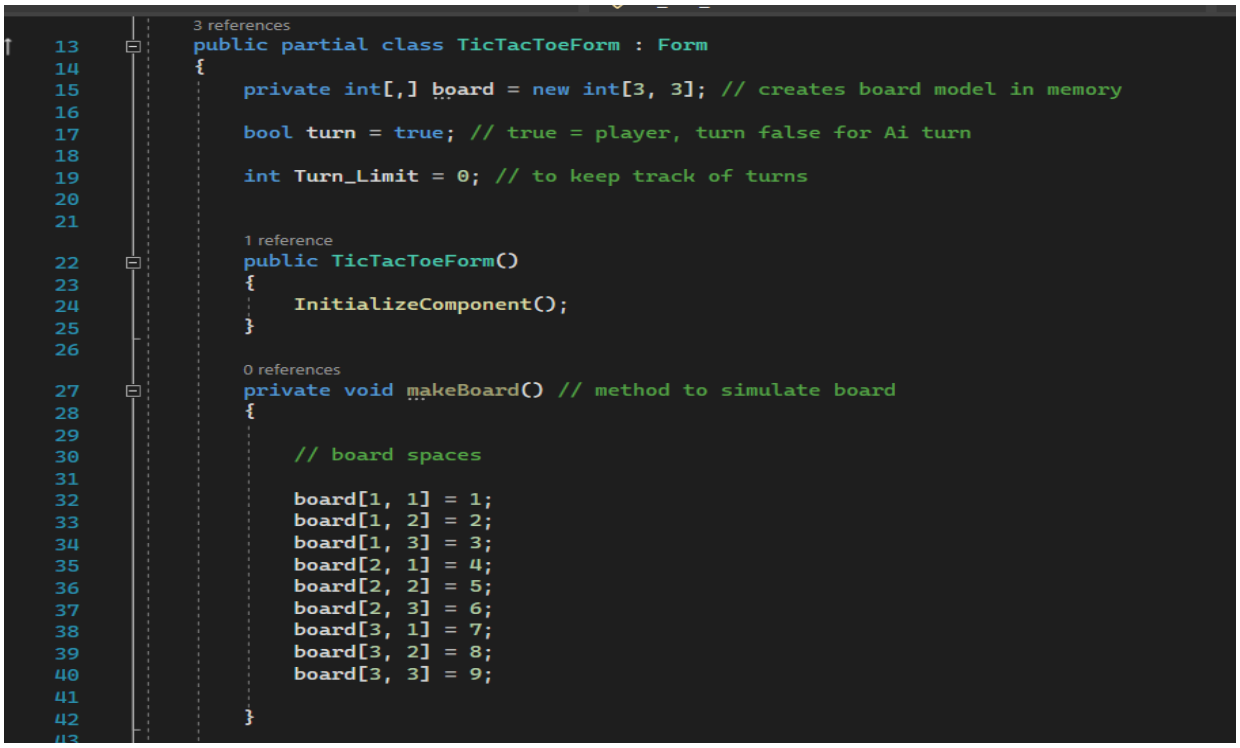
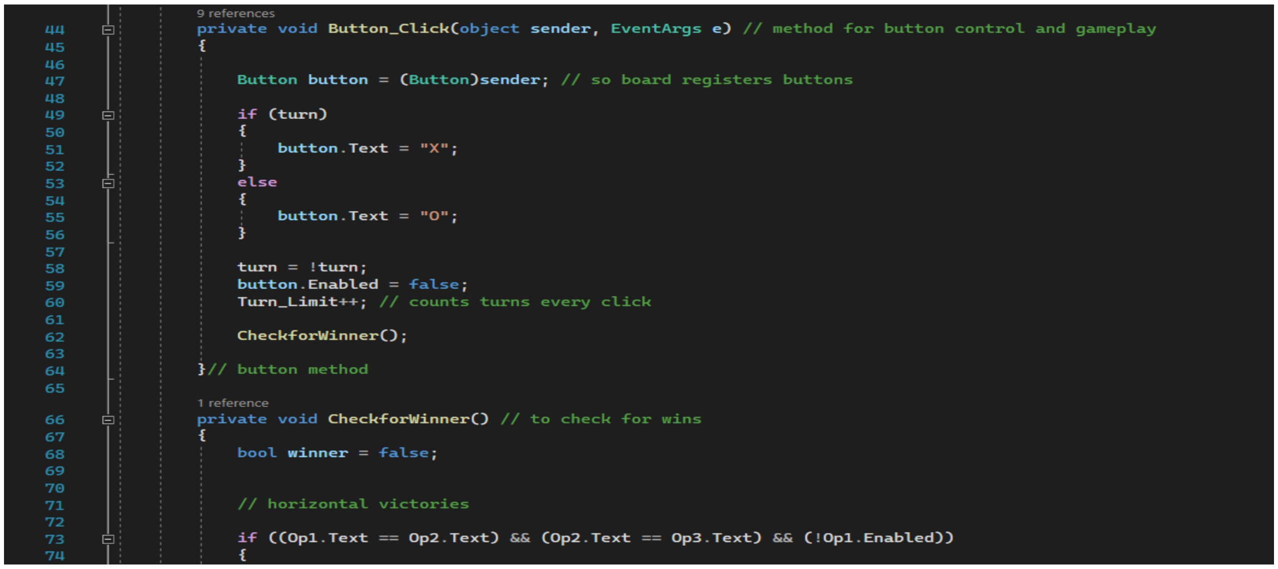
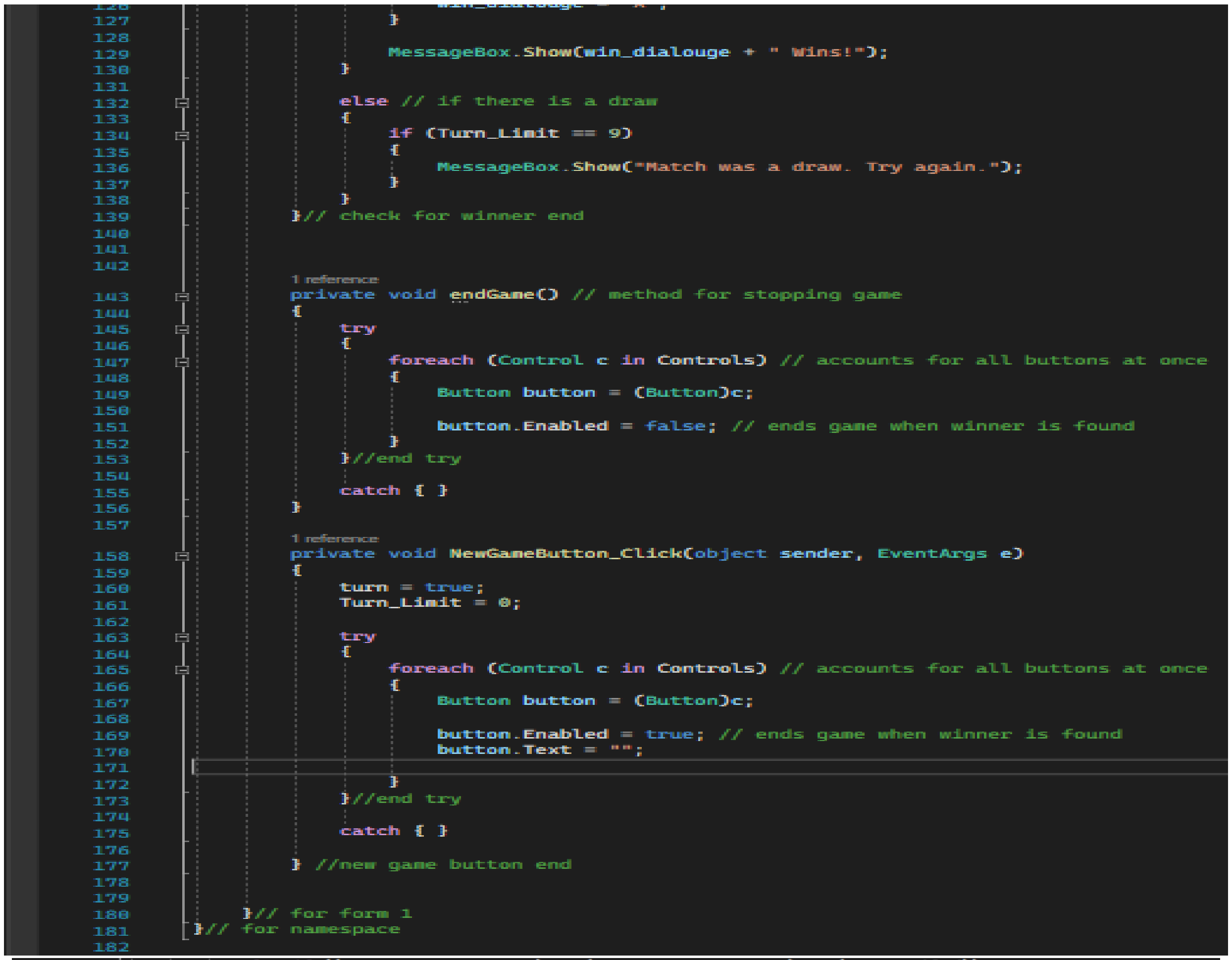
Code



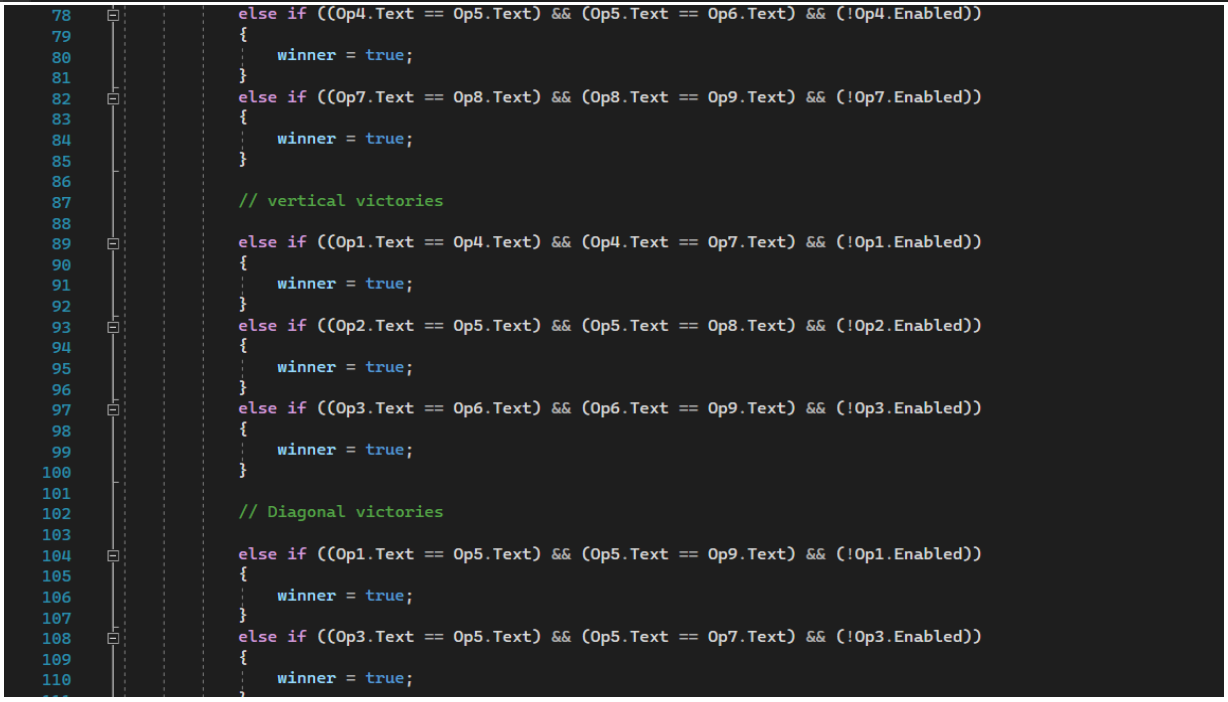
```
3 references
public partial class TicTacToeForm : Form
{
    private int[,] board = new int[3, 3]; // creates board model in memory

    bool turn = true; // true = player, turn false for Ai turn

    int Turn_Limit = 0; // to keep track of turns


    1 reference
    public TicTacToeForm()
    {
        InitializeComponent();
    }

    0 references
    private void makeBoard() // method to simulate board
    {

        // board spaces

        board[1, 1] = 1;
        board[1, 2] = 2;
        board[1, 3] = 3;
        board[2, 1] = 4;
        board[2, 2] = 5;
        board[2, 3] = 6;
        board[3, 1] = 7;
        board[3, 2] = 8;
        board[3, 3] = 9;

    }
```



```
    9 references
    private void Button_Click(object sender, EventArgs e) // method for button control and gameplay
    {

        Button button = (Button)sender; // so board registers buttons

        if (turn)
        {
            button.Text = "X";
        }
        else
        {
            button.Text = "O";
        }

        turn = !turn;
        button.Enabled = false;
        Turn_Limit++; // counts turns every click

        CheckforWinner();

    }// button method

    1 reference
    private void CheckforWinner() // to check for wins
    {
        bool winner = false;


        // horizontal victories

        if ((Op1.Text == Op2.Text) && (Op2.Text == Op3.Text) && (!Op1.Enabled))
        {
```

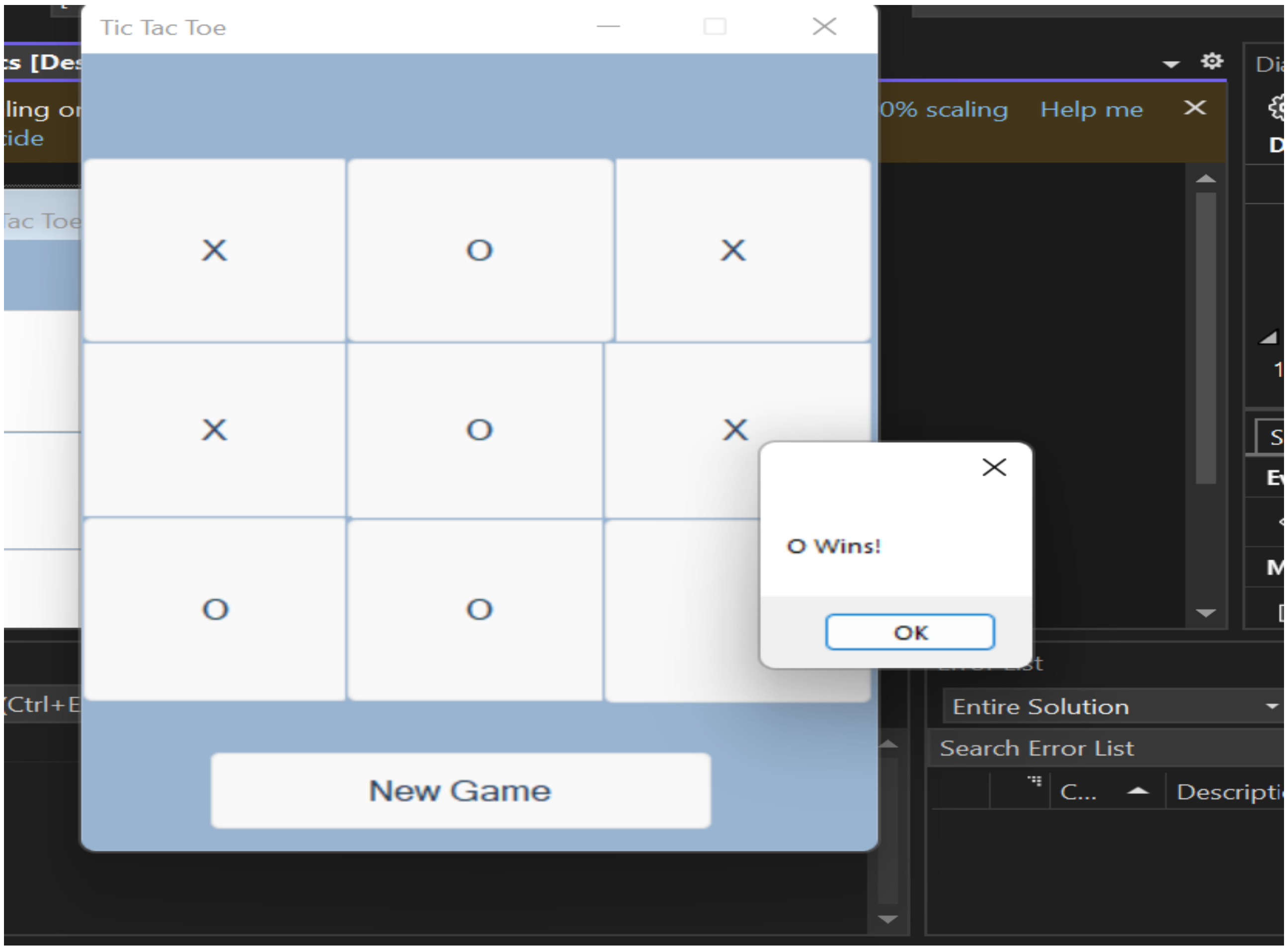


```
                }

                MessageBox.Show(win_dialouge + " Wins!");
            }

            else // if there is a draw
            {
                if (Turn_Limit == 9)
                {
                    MessageBox.Show("Match was a draw. Try again.");
                }
            }
        }// check for winner end


        1 reference
        private void endGame() // method for stopping game
        {
            try
            {
                foreach (Control c in Controls) // accounts for all buttons at once
                {
                    Button button = (Button)c;

                    button.Enabled = false; // ends game when winner is found
                }
            }//end try

            catch { }
        }

        1 reference
        private void NewGameButton_Click(object sender, EventArgs e)
        {
            turn = true;
            Turn_Limit = 0;

            try
            {
                foreach (Control c in Controls) // accounts for all buttons at once
                {
                    Button button = (Button)c;

                    button.Enabled = true; // ends game when winner is found
                    button.Text = "";

                }
            }//end try

            catch { }

        } //new game button end


    }// for form 1
}// for namespace
```

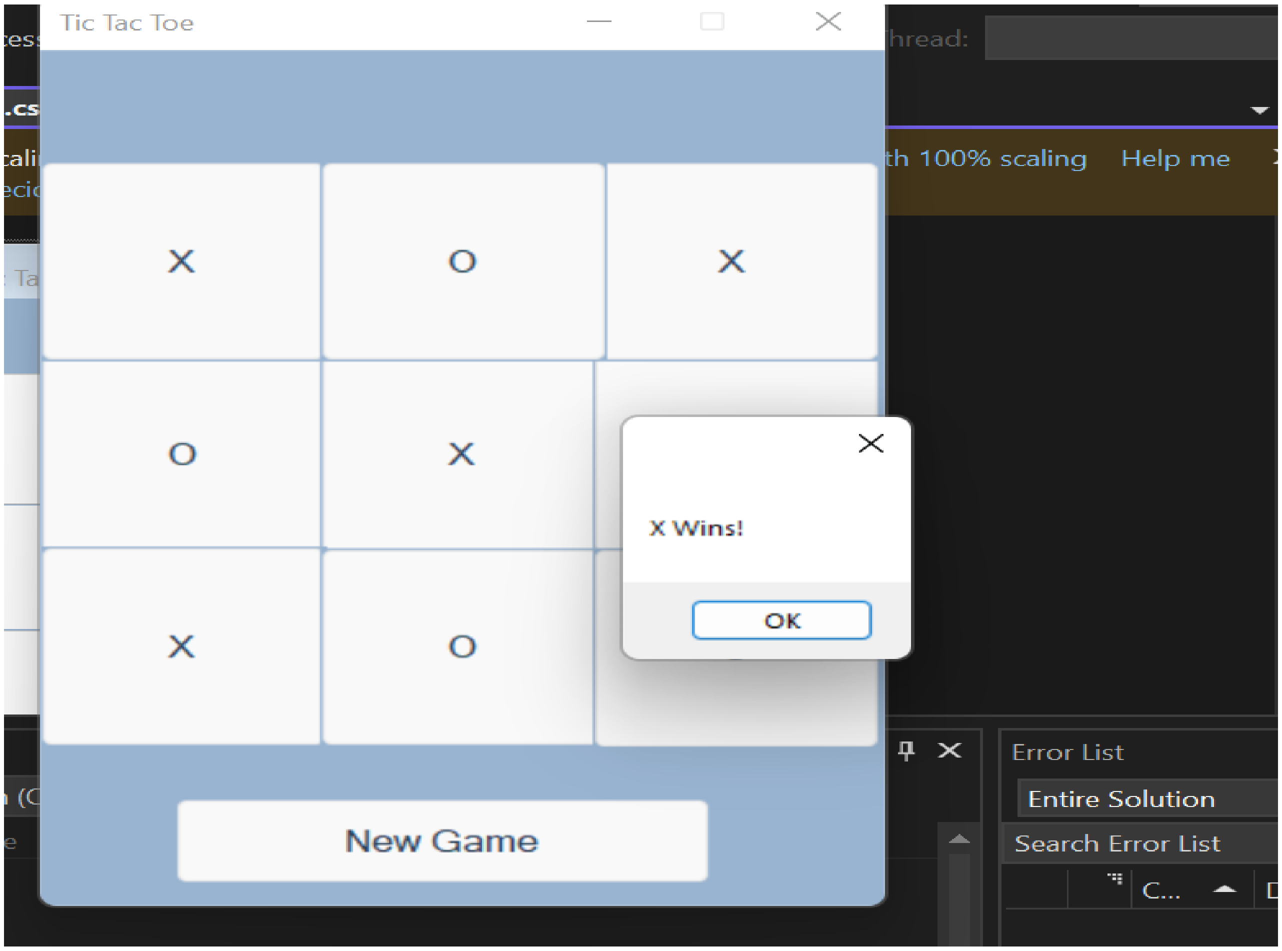


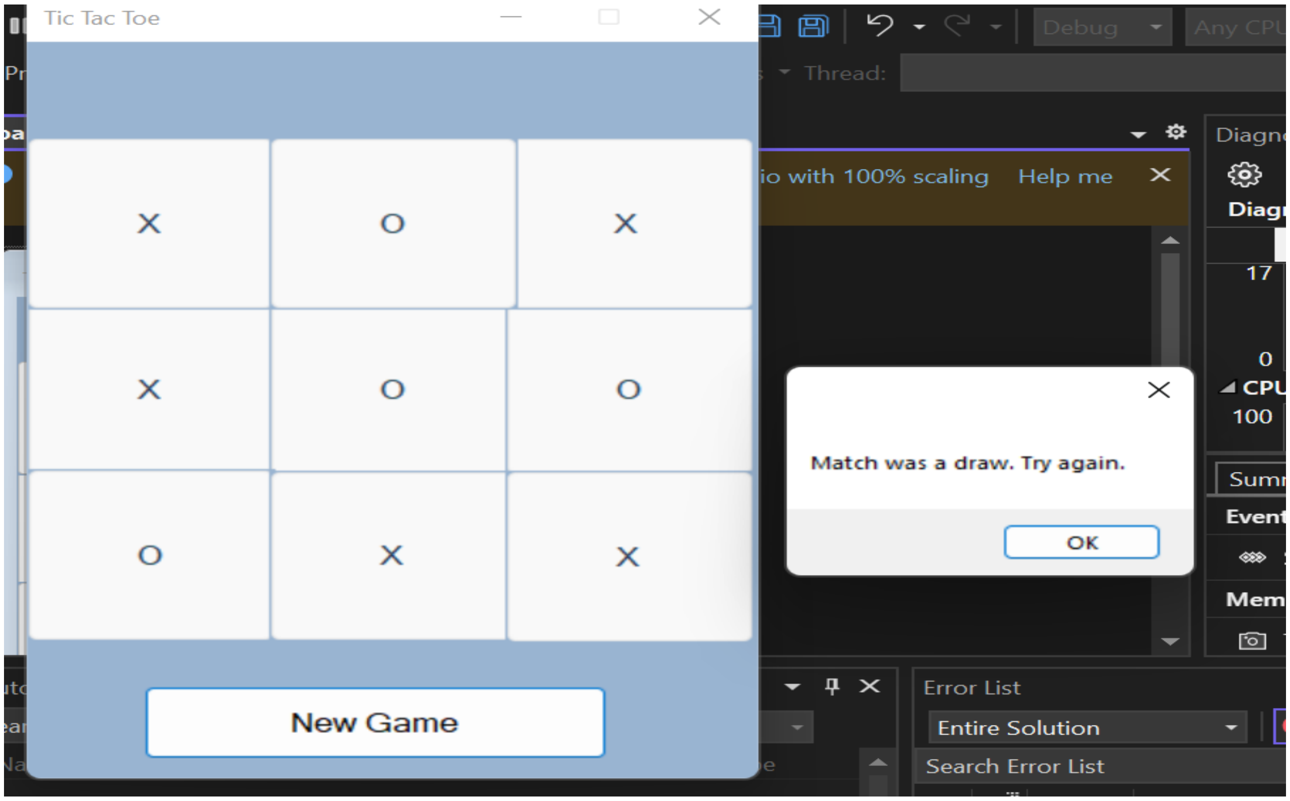
```
            else if ((Op4.Text == Op5.Text) && (Op5.Text == Op6.Text) && (!Op4.Enabled))
            {
                winner = true;
            }
            else if ((Op7.Text == Op8.Text) && (Op8.Text == Op9.Text) && (!Op7.Enabled))
            {
                winner = true;
            }

            // vertical victories

            else if ((Op1.Text == Op4.Text) && (Op4.Text == Op7.Text) && (!Op1.Enabled))
            {
                winner = true;
            }
            else if ((Op2.Text == Op5.Text) && (Op5.Text == Op8.Text) && (!Op2.Enabled))
            {
                winner = true;
            }
            else if ((Op3.Text == Op6.Text) && (Op6.Text == Op9.Text) && (!Op3.Enabled))
            {
                winner = true;
            }

            // Diagonal victories

            else if ((Op1.Text == Op5.Text) && (Op5.Text == Op9.Text) && (!Op1.Enabled))
            {
                winner = true;
            }
            else if ((Op3.Text == Op5.Text) && (Op5.Text == Op7.Text) && (!Op3.Enabled))
            {
                winner = true;
```

Test Runs



O Wins!


Tic Tac Toe
X
O
X
O
X
X
O
X Wins!
OK
New Game
hread:
th 100% scaling
Help me
Error List
Entire Solution
Search Error List
C...



Match was a draw. Try again.