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package programmingassignment5;

import java.util.Random;

public class TicTacToeGame
{
    public static void main(String []args)
    {
        //initialize
        Random rand = new Random();
        GameBoard game = new GameBoard();
        int row;
        int column;
        int check = 0;

        while(game.checkWin() != 'X' && game.checkWin() != 'O' && game.checkWin() != 'T')
        {
            //Asks for row and column until winner.
            if (check == 0)
            {
                row = Integer.parseInt(JOptionPane.showInputDialog("Please enter row."));
                column = Integer.parseInt(JOptionPane.showInputDialog("Please enter column."));
                while (game.play(true, row, column) == false)
                {
                    row = Integer.parseInt(JOptionPane.showInputDialog("Please enter row."));
                    column = Integer.parseInt(JOptionPane.showInputDialog("Please enter column."));
                }
            }
            check = 1;
            //if
            else if (check == 1)
            {
                row = rand.nextInt(3);
                column = rand.nextInt(3);
                while (game.play(false, row, column) == false)
                {
                    row = rand.nextInt(3);
                    column = rand.nextInt(3);
                }
            }
            check = 0;
            //else if
            game.showBoard();
        }
        //Displays plays and winner.
        System.out.println(game.validPlayCount());
        if (game.checkWin() == 'X')
            System.out.println("X won!");
        else if (game.checkWin() == 'O')
            System.out.println("O won!");
        else
            System.out.println("It's a tie!");
    }
}

```