```cpp
#include<iostream.h>

#include<process.h>

#include<conio.h>

#include<dos.h>

int play();

char square[10] = {'o','1','2','3','4','5','6','7','8','9'};

int checkwin();

void board();

void main()

{

clrscr();

clrscr();

cout<<"                                    \n";

cout<<" ÛÛÛÛÛÛÛÛÛÛÛ ÛÛÛ   ÛÛÛÛÛÛÛÛÛ                    \n";

cout<<" ÛÛÛÛÛÛÛÛÛÛÛ ÛÛÛ  ÛÛÛÛÛÛÛÛÛß                   \n";

cout<<"   ÛÛÛÛ        ÛÛÛ ÛÛÛÛ                       \n";

cout<<"   ÛÛÛÛ        ÛÛÛ  ÛÛÛÛÜÜÜÜÜ                   \n";

cout<<"   ÛÛÛÛ        ÛÛÛ   ÛÛÛÛÛÛÛÛÛ                  \n";

cout<<"                                  \n";

cout<<"        ÛÛÛÛÛÛÛÛÛÛÛ   ÛÛÛÛÛ   ÛÛÛÛÛÛÛÛÛÛÛ       \n";

cout<<"        ÛÛÛÛÛÛÛÛÛÛÛ   ÛÛÛÛÛÛÛ   ÛÛÛÛÛÛÛÛÛÛÛ      \n";

cout<<"         ÛÛÛÛ     ÛÛÛÛÛÛÛÛÛ  ÛÛÛÛÛß          \n";

cout<<"         ÛÛÛÛ     ÛÛÛÛ ÛÛÛÛ  ÛÛÛÛÛÜ          \n";

cout<<"         ÛÛÛÛ     ÛÛÛÛ   ÛÛÛÛ ÛÛÛÛÛÛÜÜÜÜÜ       \n";

cout<<"         ÛÛÛÛ   ÛÛÛÛÛÛÛÛÛÛÛÛÛÛ ßÛÛÛÛÛÛÛÛÛ       \n";

cout<<"                                   \n";

cout<<"            ÛÛÛÛÛÛÛÛÛÛÛ  ÛÛÛÛÛÛÛÛÛÛ ÛÛÛÛÛÛÛÛÛÛÛ \n";

cout<<"            ÛÛÛÛÛÛÛÛÛÛÛ  ÛÛÛÛÛÛÛÛÛÛÛ ÛÛÛÛÛßßßßßß \n";

cout<<"             ÛÛÛÛ    ÛÛÛÛÛß ßÛÛÛÛ ÛÛÛÛÛÜÜÜÜÜÜ \n";

cout<<"             ÛÛÛÛ    ÛÛÛÛÛÜ ÛÛÛÛÛ ÛÛÛÛÛßßßßßß \n";

cout<<"             ÛÛÛÛ     ÛÛÛÛÛÛÛÛÛÛÛÛ ÛÛÛÛÛÜÜÜÜÜÜ \n";
```

```
cout<<"                    ÛÛÛÛ    ßÛÛÛÛÛÛÛÛÛß  ÛÛÛÛÛÛÛÛÛÛÛ \n";
cout<<"                                        \n";

window(15,22,80,25);
cout<<"Loading...";
window(15,23,80,25);
for(int i=0;i<50;i++)
{    delay(60);
        cout<<"Û";
}
getch();
menu:
window(1,1,80,25);
int num;
clrscr();
cout<<"\n\n\n\t\t\tMAIN MENU\n";
cout<<"\t\t\t1.\tPlay Game\n";
cout<<"\t\t\t2.\tCredits\n";
cout<<"\t\t\t3.\tExit\n";
cout<<"\n\t\t\tEnter Your Choice\t:\t";
cin>>num;
switch(num){
case 1:
        play();
        break;
case 2:
        clrscr();
        cout<<"\n\n\n\t\t\tCREDITS\n";
        cout<<"\t\t\tVedant Mehta\n";
        cout<<"\t\t\tNikki Sharma\n";
        cout<<"\t\t\tAashna\n";
```

```
            cout<<"\t\t\tAnsh Gupta\n";

            getch();

            break;

    case 3:

            exit(0);

            break;

    default:

            cout<<"\n\n\t\t\tINVALID CHOICE!!!\n\t\t\tEnter again!";

            getch();

            break;

    }

    goto menu;

    /*****************************************

    FUNCTION TO RETURN GAME STATUS

    1 FOR GAME IS OVER WITH RESULT

    -1 FOR GAME IS IN PROGRESS

    O GAME IS OVER AND NO RESULT

    *******************************************/

    }



    /**************************************************************

    FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK

    **************************************************************/



    void board()

    {

    clrscr();

    cout << "\n\n\tTic Tac Toe\n\n";

    cout << "Player 1 (X) - Player 2 (O)" << endl << endl;

    cout << endl;

    cout << "   ³   ³   " << endl;
```

```cpp
cout << " " << square[1] << " ³ " << square[2] << " ³ " << square[3] << endl;

cout << "_____³_____³_____" << endl;

cout << "   ³   ³ " << endl;

cout << " " << square[4] << " ³ " << square[5] << " ³ " << square[6] << endl;

cout << "_____³_____³_____" << endl;

cout << "   ³   ³ " << endl;

cout << " " << square[7] << " ³ " << square[8] << " ³ " << square[9] << endl;

cout << "   ³   ³ " << endl << endl;

}
int play()
{
 int player = 1,i,choice;

char mark;


 clrscr();

do

{

board();

player=(player%2)?1:2;

cout << "Player " << player << ", enter a number: ";

cin >> choice;

mark=(player == 1) ? 'X' : 'O';

if (choice == 1 && square[1] == '1')

square[1] = mark;

else if (choice == 2 && square[2] == '2')

square[2] = mark;

else if (choice == 3 && square[3] == '3')

square[3] = mark;

else if (choice == 4 && square[4] == '4')

square[4] = mark;

else if (choice == 5 && square[5] == '5')
```

```cpp
square[5] = mark;

else if (choice == 6 && square[6] == '6')

square[6] = mark;

else if (choice == 7 && square[7] == '7')

square[7] = mark;

else if (choice == 8 && square[8] == '8')

square[8] = mark;

else if (choice == 9 && square[9] == '9')

square[9] = mark;

else

{

cout<<"Invalid move ";

player ;

getch();

}


i=checkwin();

player++;

}while(i==-1);

board();

if(i==1)

cout<<"==>\aPlayer "<<--player<<" win ";

else

cout<<"==>\aGame draw";

getch();

return 0;

}

int checkwin()

{

if (square[1] == square[2] && square[2] == square[3])

return 1;
```

```
else if (square[4] == square[5] && square[5] == square[6])

return 1;

else if (square[7] == square[8] && square[8] == square[9])

return 1;

else if (square[1] == square[4] && square[4] == square[7])

return 1;

else if (square[2] == square[5] && square[5] == square[8])

return 1;

else if (square[3] == square[6] && square[6] == square[9])

return 1;

else if (square[1] == square[5] && square[5] == square[9])

return 1;

else if (square[3] == square[5] && square[5] == square[7])

return 1;

else if (square[1] != '1' && square[2] != '2' && square[3] != '3' &&

square[4] != '4' && square[5] != '5' && square[6] != '6' &&

square[7] != '7' && square[8] != '8' && square[9] != '9')

return 0;

else

return -1;



}
/*****************************************************************


END OF PROJECT


*****************************************************************/
```