Tie Tac Toe Crome	else Square [choice] = mark tor player
Date: Youvh	Square Echoice - mark) is x  x' will shre in place of square [1]  Next  X 1 2
	x coil spre in place of square [1]
int main () with the lettering see	Check for Crame status by 4 5 6  Check for wine) function 7 8 9
1 12/0/2 /22/0/3 /42	chicle for Crame status by 4 5 6
TreTereToe gome; 10 The ret state has	chicktorwing) tandrion + 1819
int gamestatus!	1) [[1] = [2] = [3] H) [[1] = [4] = [4]
char mark'	2) [4] = [5] = [6]
int gamestatus;  char mark;  game player = 1; initiazied by 1	3 [7] = [8] = [9] (6) [3] = [6] = [9]
I mon dat	7) [1] = [5] = [9] . If any one from this 8) [3] = [5] = [7] condn is true then it
do \$ 1 4 3	8 L3 = L3 = Lt   condt is true then it
do 3  game. display Board (); -> 4 5 6  4 8 9	will return 1
	else if [1]!=[1] & [2]!= [2] [9]!=[9]-In
game plater = (game plater 102) 81:2; = (1102) 81:2 0 0000000000000000000000000000000000	this cond? it will return 0 - means game Draco
= (1 1/.2) ? 1:21 ready of 4116	1-20 albut 4 15
= (1)?1:2 true	Velse Return = -1 - While loop (means ragain
The same to the same and the same	this in 100 do loop will executes
player 1 will play	This ton's lose do loop will execute and player ++
cin>> game choice - lakes input from user,	Again do loop will execute and player ++
mark = (game. player == 1) ? 'x' · 'o''	Total Sold of the officeration
7 (11) 2 × -0',	2) playin = 2
= 'x' - player 1 with the assigned with	player = (27.2)? 1 : 2;
*	pluyer = 2, and choice = 5
gama. markBoard (mark);	mark = (2 == 1) ? x': 0'; - condition is falso
Through this function it will mark on the	maric = 0', mark Boad funct 1 x 2 3
displayboard according to the choice of glayer 1	eheck for klin condition 1 4 0 6
but before it will check condition	player = increment ( ) 18 9
if ((choice)=1 22 choice (=9 L2 (square[choice)	copoly to a
== X' 11 Square [choice]=='o'))   Choice <1	3) player = 3
11 (hoi(e/9))	= (311-2) ? 1 : 2'
if player 1 enter = 12 - this is operator	X 6 6
than 9-then this	Choice = 4 mark = 1x' 7 8 9
will show invalid	markBoad function; - Pr else block
more	check for Win condition 1 10101
exist player 1 entr = 1 - again check for cond?	
weather at position 1,	ttplaget
there is already 'x' or 'o' - false	

	Pate: Date:		Dala
4)	Play (7 = 4  = (4 1.2) ?1:2  = 2  (hoice = 4 mark = '0' 0 8 9  mark Board functor) = else Block	9)	player = 9 = 1  choice = 6 mark = 'x'; x 0 0  markBoard () = else Block 0 x x  checkHin () = 0
Tayler .			gamestatus = Game Draw
\$)	player = 3 = 1 x 2 x  choice = 3 mark = 1x1 x 0 6  rhark Board () = elec Block 10 8 9		
(1) 11 (-24) -1	eheck tor Hin 0 = -1  + + player 1 gol stable = = arein sol		
	ployer = 6 = 2  choice = 2 mark = 101; and x 0 th  mark Board () = else Block x 0 6'  check for Win () = -1  + t player		
ㅋ)	chaice = 81 mork = 1x1; x 0 6  mark Board () = etce Block 0 x 3  check for Win () = -1  + + player		
8	player = 8 = 2  choice = 6 mark = 'o'! % o o  mark Board () = che Block o x 9  checkfor Hine) = -)  + t player		