A
PROJECT
ON
"Tic Tac Toe game system "

SUBMITTED BY: Miss. Aher Dnyaneshwari (2124UCEF1076)

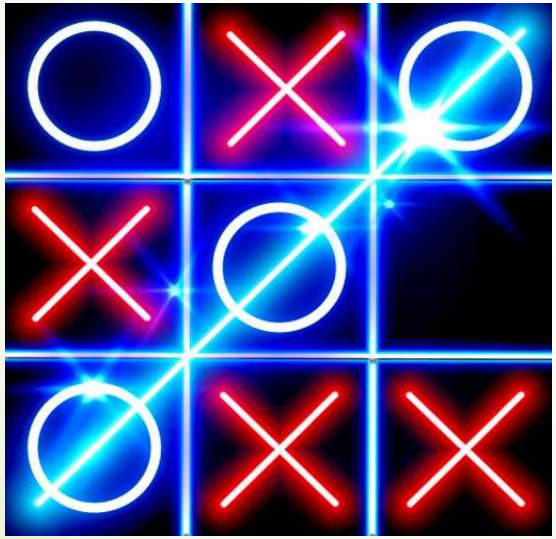
SUBJECT: C++ PROGRAMMING

Under the guidance of
Miss. Ishwari Tirse.

Department of Computer Science and Engineering Sanjivani Rural Education Society's SANJIVANI UNIVERSITY KOPARGAON – 423603, DIST : AHMEDNAGAR
2024-2025

Introduction

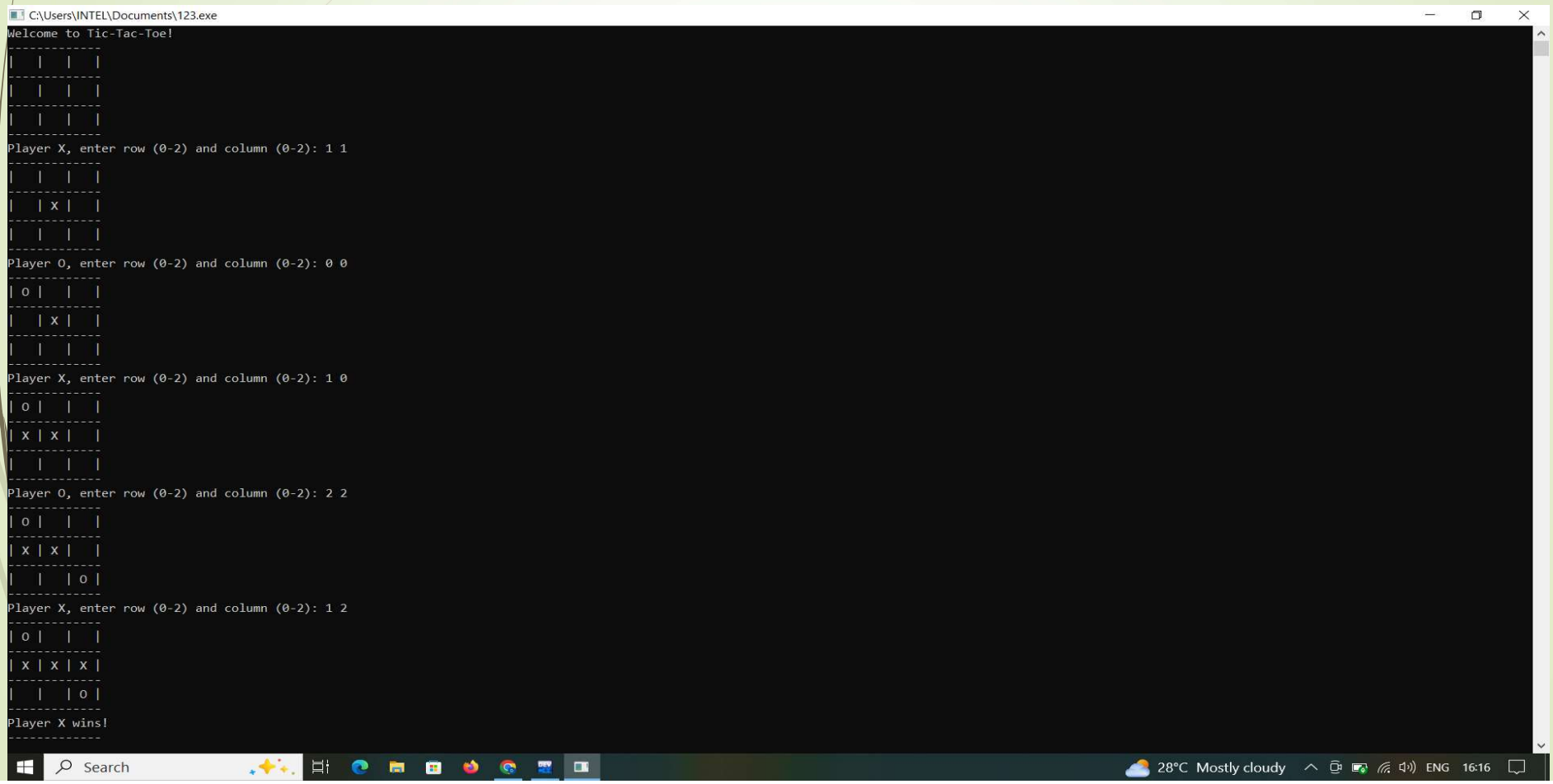
Tic-tac-toe game system is a two-player game where players take turns marking an X or an O on a 3x3 grid. The first player to get three marks in a row, either horizontally, vertically, or diagonally, wins.

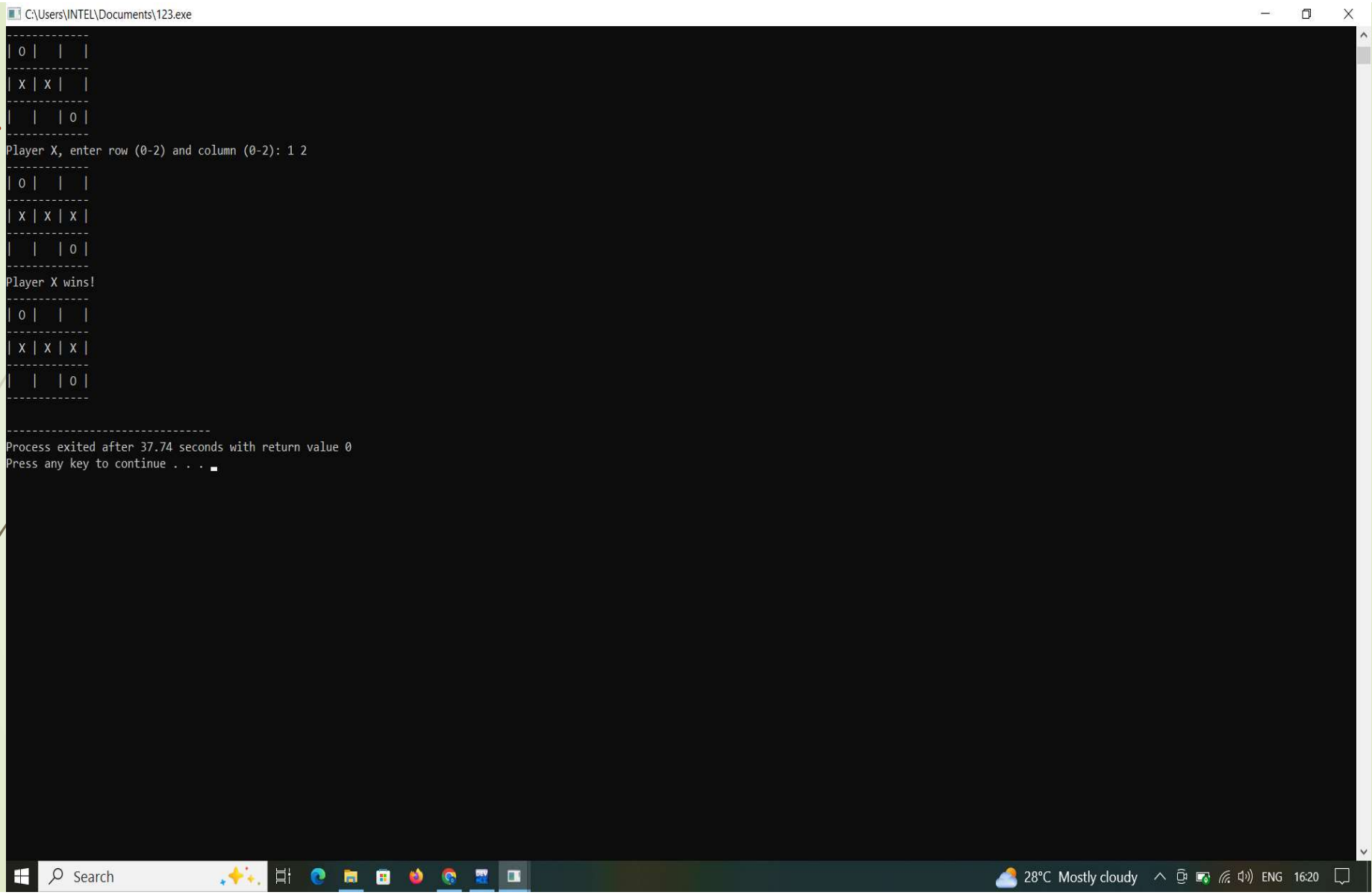


USES

- A Tic Tac Toe game system can be used to teach the concepts of good sportsmanship and artificial intelligence
- It can also use to develop logic and problem-solving skills.
- It is also use to encourages strategic thinking and planning ahead, which can enhance problem-solving abilities.

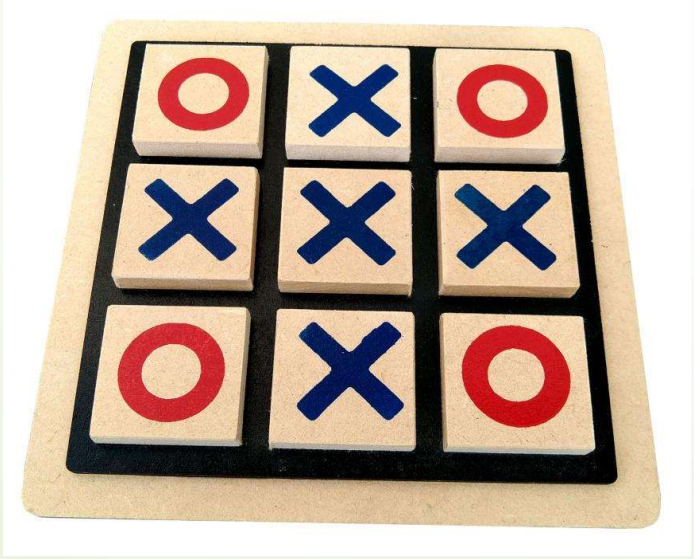
OUTPUT


C:\Users\INTEL\Documents\123.exe
Welcome to Tic-Tac-Toe!
Player X, enter row (0-2) and column (0-2): 1 1
Player O, enter row (0-2) and column (0-2): 0 0
Player X, enter row (0-2) and column (0-2): 1 0
Player O, enter row (0-2) and column (0-2): 2 2
Player X, enter row (0-2) and column (0-2): 1 2
Player X wins!
Search
28°C Mostly cloudy
ENG
16:16


C:\Users\INTEL\Documents\123.exe
O		
X	X	
		O
Player X, enter row (0-2) and column (0-2): 1 2
O		
X	X	X
		O
Player X wins!
O		
X	X	X
		O
Process exited after 37.74 seconds with return value 0
Press any key to continue . . .
Search
28°C Mostly cloudy
ENG
16:20

CONCLUSION

Conclusion of this project is Tic Tac Toe is not only a fun and simple game but also a great way to introduce concepts of game design, user interaction, and basic artificial intelligence if you choose to implement a computer opponent.



THANK YOU