#include <iostream>

using namespace std;

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

void board()

{

system("cls");

cout << "\n\n\t\t\t\t\t\t Tic Tac Toe\n\n";

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

cout << endl;

cout << "\t\t\t\t\t | | " << endl;

cout << "\t\t\t\t\t " << squares[1] << " | " << squares[2] << " | " << squares[3] << endl;

cout << "\t\t\t\t\t \_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_" << endl;

cout << "\t\t\t\t\t | | " << endl;

cout << "\t\t\t\t\t " << squares[4] << " | " << squares[5] << " | " << squares[6] << endl;

cout << "\t\t\t\t\t \_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_" << endl;

cout << "\t\t\t\t\t | | " << endl;

cout << "\t\t\t\t\t " << squares[7] << " | " << squares[8] << " | " << squares[9] << endl;

cout << "\t\t\t\t\t | | " << endl << endl;

}

int win\_checker()

{

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

return 1;

else if (squares[4] == squares[5] && squares[5] == squares[6])

return 1;

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

return 1;

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

return 1;

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

return 1;

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

return 1;

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

return 1;

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

return 1;

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

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

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

return 0;

else

return -1;

}

void main()

{

int player\_no = 1;

int choice = 1;

int x;

char mark;

do

{

board();

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

cout << "\n\n Player " << player\_no << ", enter the number of square : ";

cin >> choice;

if (player\_no % 2)

mark = 'X';

else

mark = 'O';

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

squares[1] = mark;

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

squares[2] = mark;

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

squares[3] = mark;

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

squares[4] = mark;

else if (choice == 5 && squares[5] == '5')

squares[5] = mark;

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

squares[6] = mark;

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

squares[7] = mark;

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

squares[8] = mark;

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

squares[9] = mark;

else

{

cout << "\a\n - Invalid move - \n To continue and to enter again, press 0 : ";

cin >> choice;

player\_no--;

}

x = win\_checker();

player\_no++;

} while (x == -1);

board();

if (x == 1)

cout << "\a Player " << --player\_no << " won the game." << endl;

else

cout << "\a The game is draw." << endl;

}