**خطوات لإصلاح المشكلة:**

1. **تحقق مما إذا كانت اللعبة قد تم الفوز** بها بالفعل
2. **قم بإلقاء الكرةIllegalStateException** في putMarkحالة محاولة أحد اللاعبين
3. **تعديل putMarkالطريقة** لزيادة

**TicTacToeالفئة المعدلة**

public class TicTacToe {

public static final int X = 1, O = -1, EMPTY = 0;

private int[][] board = new int[3][3]; // Game board

private int player = X; // Current player

private int winner = 0; // 0 means no winner yet, X or O means game over

private int moves = 0; // Track total moves made

public void putMark(int i, int j) {

if (winner != 0) {

throw new IllegalStateException("Game has already been won! No more moves allowed.");

}

if (i < 0 || i >= 3 || j < 0 || j >= 3) {

throw new IllegalArgumentException("Invalid board position.");

}

if (board[i][j] != EMPTY) {

throw new IllegalArgumentException("Cell is already occupied.");

}

board[i][j] = player; // Place mark

moves++;

// Check if this move wins the game

if (checkWin(i, j)) {

winner = player; // Set the winner

} else if (moves == 9) {

winner = EMPTY; // It's a draw

}

player = -player; // Switch turns

}

private boolean checkWin(int row, int col) {

// Check row, column, and both diagonals

return (board[row][0] + board[row][1] + board[row][2] == 3 \* player) ||

(board[0][col] + board[1][col] + board[2][col] == 3 \* player) ||

(row == col && board[0][0] + board[1][1] + board[2][2] == 3 \* player) ||

(row + col == 2 && board[0][2] + board[1][1] + board[2][0] == 3 \* player);

}

public int getWinner() {

return winner; // Return the winner status

}

public void printBoard() {

for (int i = 0; i < 3; i++) {

for (int j = 0; j < 3; j++) {

char symbol = (board[i][j] == X) ? 'X' : (board[i][j] == O) ? 'O' : '-';

System.out.print(symbol + " ");

}

System.out.println();

}

}

public static void main(String[] args) {

TicTacToe game = new TicTacToe();

game.putMark(0, 0); // X

game.putMark(1, 1); // O

game.putMark(0, 1); // X

game.putMark(1, 2); // O

game.putMark(0, 2); // X wins

game.printBoard();

System.out.println("Winner: " + (game.getWinner() == X ? "X" : "O"));

// This should throw an exception since X already won

game.putMark(2, 2);

}

}