Source Code:

```c
#include <stdio.h>
#include<conio.h>
char square[10] = { 'o', '1', '2', '3', '4', '5', '6', '7', '8', '9' };
int checkwin();
void board();
void diceGame()
{
    int dice_target=5;
    int dice_val, i=1;
    printf("------------------ welcome to Dice Game of two Users---------------\n");
    while(1)
    {
        if(i%2==1)
        {
            printf("Enter the dice value of user 1 : ");
            scanf("%d",&dice_val);
            if(dice_val == dice_target)
            {
                printf("\nuser 1 won the Dice Game\n");
                break;
            }
        }

        else
        {
            printf("Enter the dice value of user 2 : ");
            scanf("%d",&dice_val);
            if(dice_val == dice_target)
            {
                printf("\nuser 2 won the Dice Game\n");
```

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                break;
            }
        }
        i++;
    }
}




void ticTacToe()
{


    int player = 1, i, choice;


    char mark;
    do
    {
        board();
        player = (player % 2) ? 1 : 2;


        printf("Player %d, enter a number:  ", player);
        scanf("%d", &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;
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    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')
        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
    {
        printf("Invalid move ");

        player--;
        getch();
    }
    i = checkwin();
```

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        player++;
    }while (i ==  - 1);


    board();


    if (i == 1)
        printf("==>\aPlayer %d win ", --player);
    else
        printf("==>\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])
```

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            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;
}



void board()
{

    printf("-------------- welcome to Tic Tac Toe Game of two Users -----------\n");

    printf("Player 1 (X)  -  Player 2 (O)\n\n\n");



    printf("   |   |   \n");
    printf(" %c | %c | %c \n", square[1], square[2], square[3]);
```

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    printf("_____|_____|_____\n");
    printf("     |     |     \n");


    printf(" %c | %c | %c \n", square[4], square[5], square[6]);


    printf("_____|_____|_____\n");
    printf("     |     |     \n");


    printf(" %c | %c | %c \n", square[7], square[8], square[9]);


    printf("     |     |     \n\n");
}



void guessNum()
{

    int i=1, target=100, num_val;
    printf("----------------- welcome to number guess Game of two Users--------------\n");
    while(1)
    {

        printf("Enter the num value of user : ");
        scanf("%d",&num_val);

        if(num_val == target)
        {
            printf("\nYou guessed correctly in the attempt %d\n",i);


            break;
```

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        }
        else if(num_val > target)
        {
            printf("\nguessed number is greater than actual number in the attempt %d\n",i);
        }
        else
        {
            printf("\nguessed number is lesser than actual number in the attempt %d\n",i);
        }


    i++;
    }
}


int main()
{
    int choice;
    printf("Hi, Welcome to Harish Games \n");
    printf("**************  choose options to start the games **************\n");
    printf("1. Dice Game\n");
    printf("2. Tic-Tac-Toe Game\n");
    printf("3. Guess Number Game\n ");
    printf("****************************************************************\n");
    scanf("%d",&choice);

    switch(choice)
    {
        case 1 : diceGame();
            break;


        case 2 : ticTacToe();
```

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            break;

        case 3 : guessNum();
                break;

        default : printf(" Not a valid choice \n ");
    }
    return 0;
}
```