



Tic Tac Toe: A Java Game

This presentation explores the development of a Tic Tac Toe game in Java, highlighting key aspects of the game's design and implementation.

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Game Objective and Rules

1

Objective

The objective of Tic Tac Toe is to get three of your marks in a row, column, or diagonal.

2

Gameplay

Players take turns placing their mark on the board. The first player to get three in a row wins.

3

Rules

Players must alternate turns. Only one mark can be placed in a single square.

my sql and jdk connector

MySQL

A relational database system to store game data, player information, and game history.

JDK Connector

Used to establish a connection between the Java application and the MySQL database.

Implementing the Game Board

1

Data Structure

A 2D array is used to represent the game board, with each cell storing the player's mark or an empty space.

2

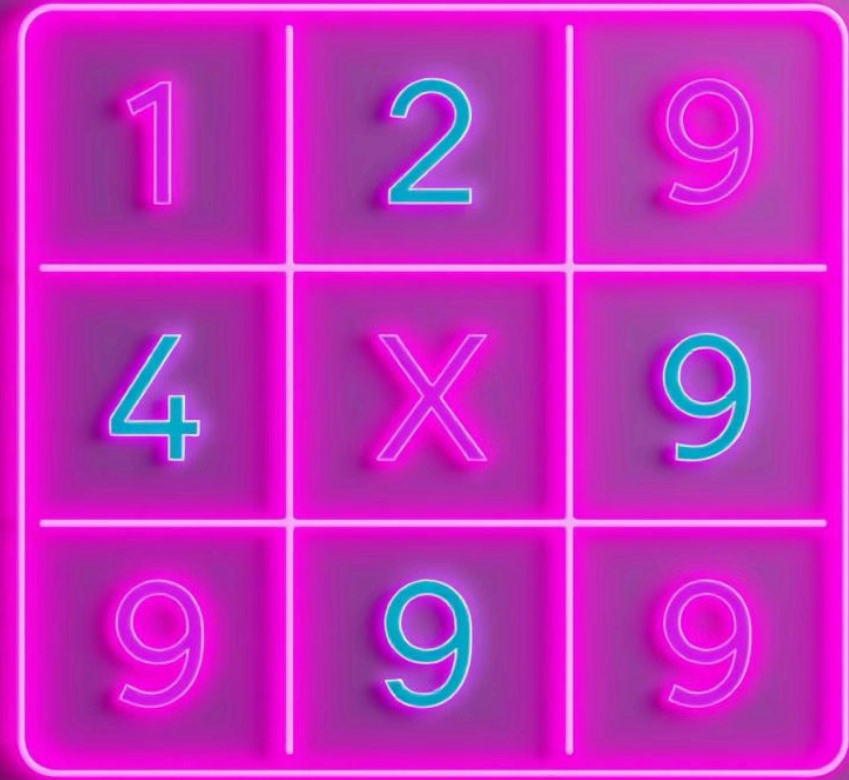
Visual Representation

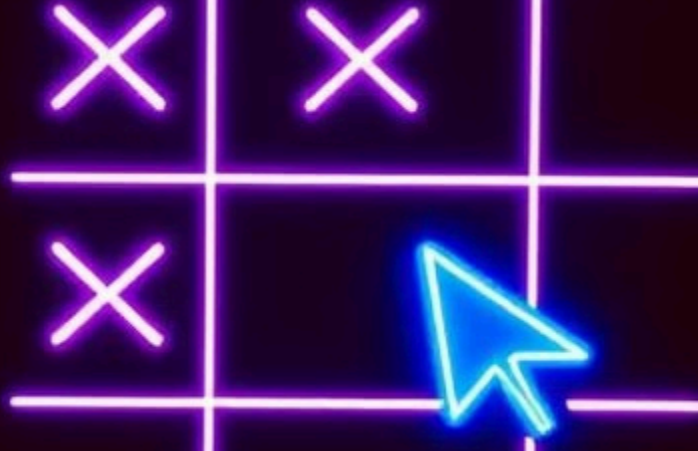
The board is displayed on the user interface using graphical elements or console output.

3

User Interaction

Players interact with the board by selecting squares to place their marks.

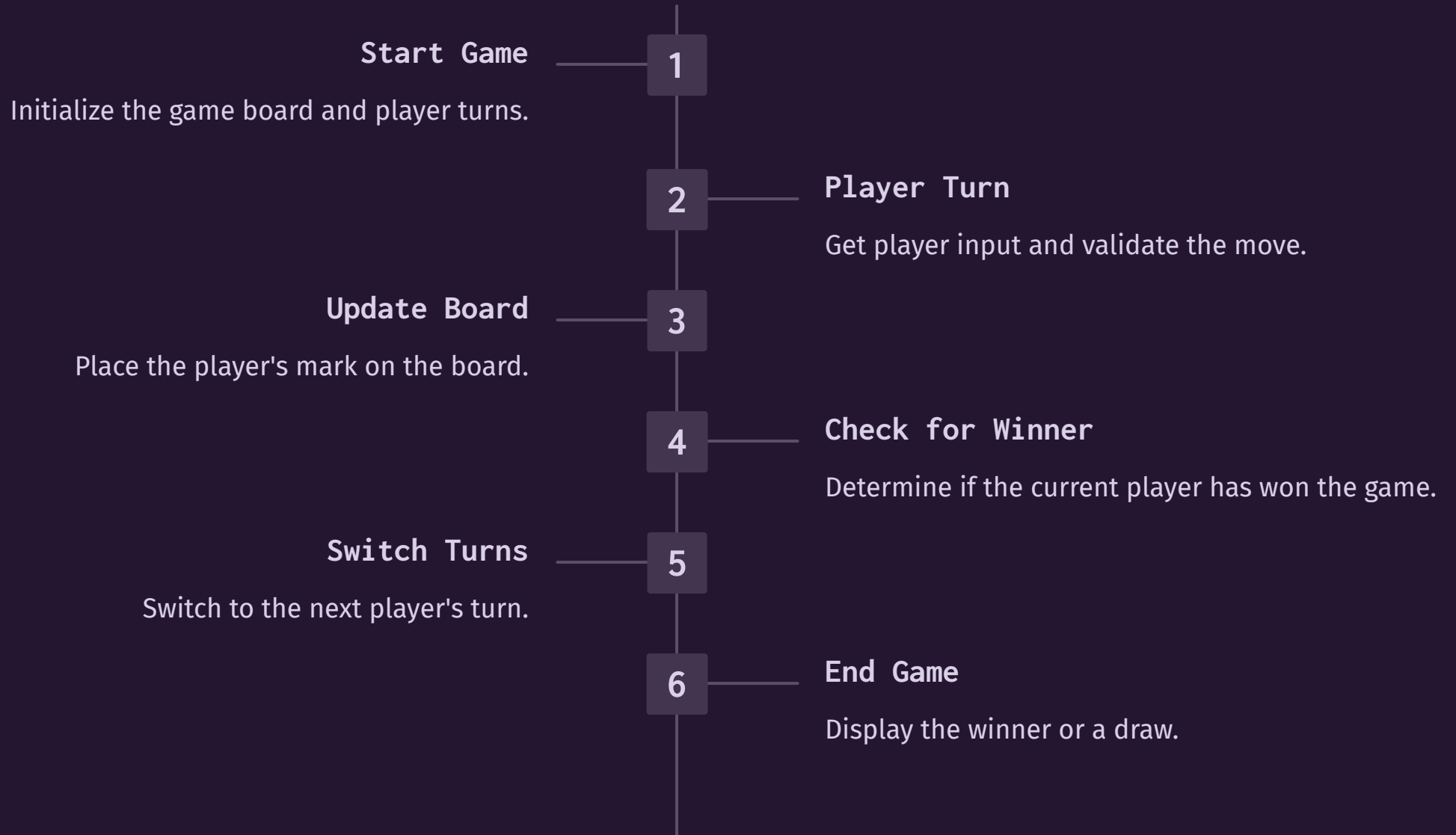




Player Input and Validation

Input	Validation
Player chooses a square number	Check if the square is empty.
Invalid input (out of range or already filled)	Prompt the player to re-enter valid input.

Game Flow and Turns





WIN (1,2,0)

Determining the Winner

Rows

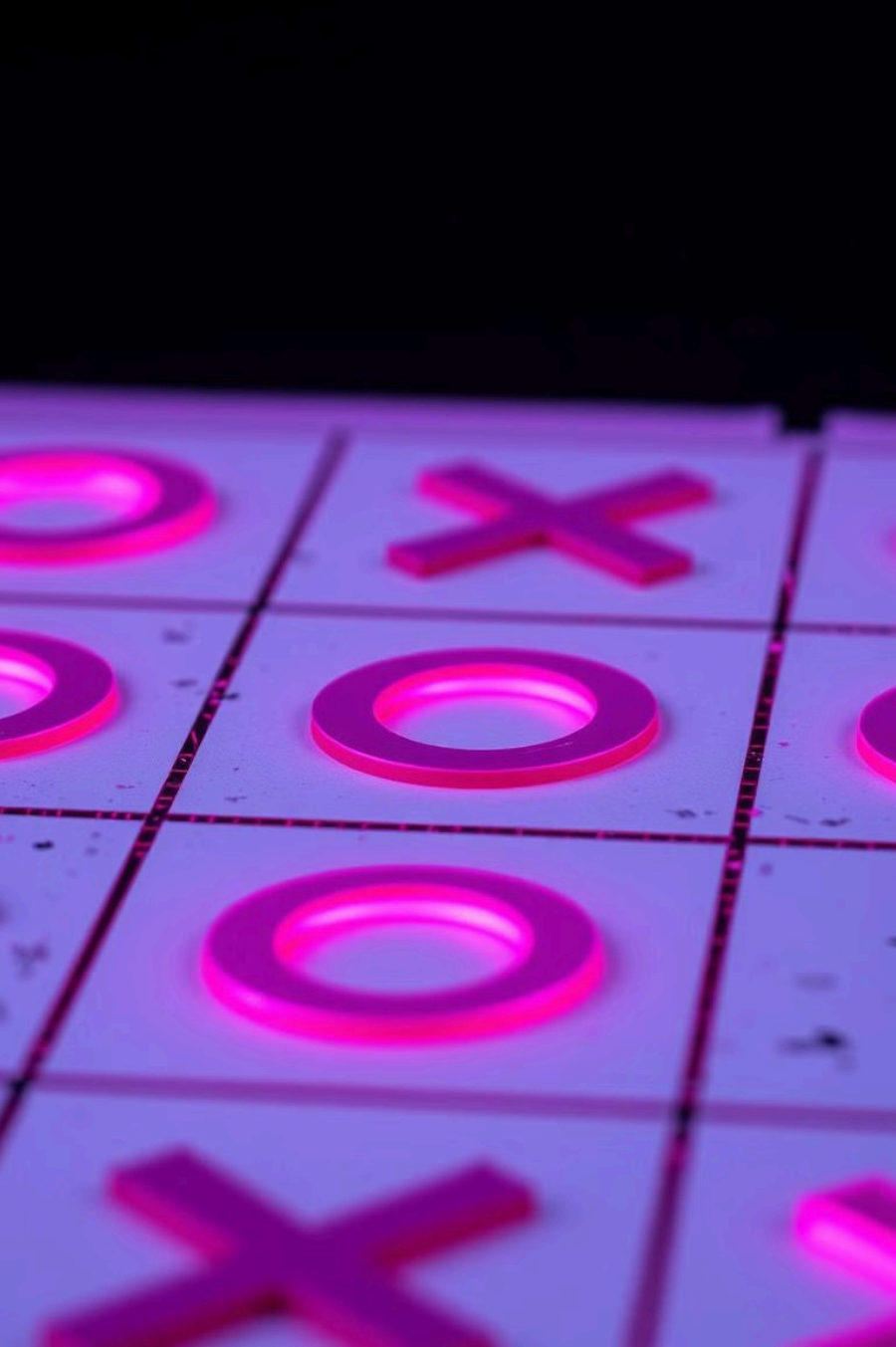
Check if all cells in a row have the same mark.

Columns

Check if all cells in a column have the same mark.

Diagonals

Check if all cells in a diagonal have the same mark.



Conclusion and Next Steps



Game Completion

The Tic Tac Toe game in Java is complete and functional.



Future Enhancements

Consider adding features like multiplayer support, different difficulty levels, or a graphical user interface.