TEST RUNS

```
C:\Users\jaron\.jdks\temurin-19.0.2\bin\java.exe
Let's begin!
| | | |
| | | |
| | | |
Please enter coordinate of your location (x):
1,2
| | | |
| | |X|
| | |
| |0| |
Please enter coordinate of your location (x):
2,3
That spot is OUT OF Bounds!
Please enter coordinate of your location (x):
2,1
That spot is full!
Please enter coordinate of your location (x):
1,1
| | | |
|0|X|X|
| |0| |
Please enter coordinate of your location (x):
2,2
| | | |
|0|X|X|
|0|0|X|
0,0
You won!

Process finished with exit code 0
```

```
C:\Users\jaron\.jdks\temurin-19.0.2\bin\java.exe
Let's begin!
| | | |
| | | |
| | | |
Please enter coordinate of your location (x):
0,0
|X|0| |
| | | |
| | | |
Please enter coordinate of your location (x):
0,1
That spot is full!
Please enter coordinate of your location (x):
1,1
|X|0| |
| |X|0|
| | | |
Please enter coordinate of your location (x):
2,2
You won!

Process finished with exit code 0
```

```
C:\Users\jaron\.jdks\temurin-19.0.2\bin\java.exe
Let's begin!
| | | |
| | | |
| | | |
Please enter coordinate of your location (x):
0,0
|X| | |
| |0| |
| | | |
Please enter coordinate of your location (x):
0,1
|X|X| |
| | | |
| | | |
0,2
You won!
|X|X|X|
| |0|0|
| | | |

Process finished with exit code 0
```

```
C:\Users\jaron\.jdks\temurin-19.0.2\bin\java.exe *-ja
Let's begin!
| | | |
| | | |
| | | |
Please enter the coordinates of your location (x):
0,0
|X| | |
|0| | |
| | | |
Please enter the coordinates of your location (x):
1,1
Invalid input format
Please enter the coordinates of your location (x):
1,1
|X| |0|
|0|X| |
| | | |
Please enter the coordinates of your location (x):
2,2
You won!

Process finished with exit code 0
```

```
Let's begin!
| | | |
| | | |
| | | |
Please enter the coordinates of your location (x):
0,0
|X| | |
| | | |
| | | |
Please enter the coordinates of your location (x):
1,1
| | |0|
|X| | |
| | | |
Please enter the coordinates of your location (x):
2,0
|X|0| |
| |X|0|
|X| |0|
Please enter the coordinates of your location (x):
0,2
You won!
|X|0|X|
| |X|0|
|X| |0|
```

ERROR

Pseudocode

Initialize the Tic-Tac-Toe game board (3x3 grid)
Display an empty grid to the players

while (true):
    // Player's turn
    Prompt the current player for their move
    Get the row and column input from the player
    Check if the chosen cell is valid and empty
    If it's not valid or not empty:
        Inform the player and ask for a valid move
    Mark the chosen cell with the player's symbol (X or O)
    Display the updated game board
    Check if the current player has won:
        If yes, display a winning message and end the game
    Check if the game board is full (a draw):
        If yes, display a draw message and end the game
    Switch to the other player

    // Computer's turn (if playing against a computer)
    Determine the computer's move based on the selected strategy (e.g., minimax algorithm)
    Mark the chosen cell with the computer's symbol (O)
    Display the updated game board
    Check if the computer has won:
        If yes, display a losing message and end the game
    Check if the game board is full (a draw):
        If yes, display a draw message and end the game