

~\Documents\NetBeansProjects\TTTGame\src\main\java\com\mycompany\tttgame\TTTGame.java

```
1 package com.mycompany.tttgame;
2
3 import java.util.Scanner;
4
5 public class TTTGame {
6     TicTacToe game = new TicTacToe(); // For all TTT board related tasks.
7     char winner; // Who won? - For storing the Winner
8
9     /*
10    * Start the game
11    * Display the results after it is completed.
12    */
13    public void startGame() {
14        game.displayBoard(); //display initial Board
15        playGame(); //starting the game
16        winner = game.getWinner(); //if game ends it gets the winner
17        printMessage(); //print the winning message
18    }
19
20    /*
21    * Scanner class is used to get [row,col] from standard input
22    * Game is completed if there is a winner or 9 moves have been made.
23    */
24    public void playGame(){
25        Scanner in = new Scanner(System.in);
26        int count = 0; // Count number of turns. If it is 9 it is a draw.
27        char turn; // Is it X's turn or O's turn?
28        int row, col; // Hold board position.
29        // while no one has won and not yet a draw
30        while(game.getWinner() == ' ' && count<9){
31            turn = game.whoseTurn();
32            System.out.println(turn+"'s turn. Type row and col:");
33            do {
34                row = in.nextInt();
35                col = in.nextInt();
36                System.out.println("check");
37            }while(game.getMark(row,col)!=' '); // Is this cell empty?
38            game.putMark(row, col);
39            game.displayBoard();
40            count++;
41        }
42        in.close();
43    }
44    /*
45    * Print Win or Draw message.
46    */
47    public void printMessage() {
48        if(winner=='X')
49            System.out.println("X has won!");
50        else if(winner=='O')
51            System.out.println("O has won!");
52        else
53            System.out.println("It's a draw!");
54    }
55
56
57    public static void main(String[] args){
58        TTTGame ttt = new TTTGame();
59        ttt.startGame();
60    }
61 }
62
```