TicTacToe – Additional Feature

# K00243015

# Computer Opponent

Each time a square is clicked the system will increment a counter that is then checked for a remainder when devised by 2.

Should there be no remainder, it is player X’s turn, should there be a remainder, it will be player O’s turn.

Each time the checkTurn method turns to player O’s turn, the method ‘move();’ will be invoked.

This method will use 2 integers, x & y, both integers will get a value based on the result of Random().nextInt(gameGrid.length);

Using this, a number between 0 and 3 (3 being the length of the gameGrid array) will be placed into X & into Y

The method will then use these 2 numbers to select a random cell in the 2D array by placing the values into gameGrid[x][y]

Should the cell at gameGrid[x][y] be empty the current players char ‘O’ is then placed into that cell and the checkTurn method is reinvoked, moving the control back to player X.

Should the move(); method not land on an empty cell, using recursion, the method will run itself again until an empty cell in gameGrid[x][y] has been found and ‘O’ has been placed in the respective cell of the gameGrid array.