



UNIVERSITY OF KWAZULU-NATAL

COMP102: Compute Programming
Practical 9: Programming Challenge

Monday, 17 October 2022

Your week-long practical for this week is to develop a console-based version of the popular game ***Naughts & Crosses***, otherwise known as ***tic-tac-toe***.

See demonstration video for details on the functionality that the game should have.

Rules:

- You **must** use at least two classes to implement your game. You can though use more if you like.
- You **must** implement both computer playing strategies, i.e. *naïve* and *defensive*.
- All code must be your own!