

```

#include<stdio.h>

#include<conio.h>

void main()
{

    int a[3][3], d[9],amt=0;
    int z,c=1,i,j,k,n,x,temp,ply1,ply2,count=0;

    char sym, p1[10],p2[10];

lable2:

    c=1,amt=0;

    for(j=0;j<3;j++)
    {
        for(k=0;k<3;k++)
        {
            count++;
            a[j][k]=count;
        }
    }

    for(k=0;k<9;k++)
    {
        d[k]=0;
    }

    clrscr();

    printf("\n\n\t\t\t\t\t TIK-TAK-TOE\n\n");

    printf("\n\t\t\t\t\tPLAY & ENJOY TIK-TAK-TOE game \n\n\n\n\t Press > 1 < To play 2
players game \n\n\n\t Press > 2 < To play 1 player game \n\n\n\t Press > Any key < To
exit \n\n\n\t >>> ");
    scanf("%d",&z);

    switch(z)
    {
        case 1: goto lable1;
        case 2: goto lable2;
        default : goto lable3;

    }

lable1:

    clrscr();

```



```

temp=1;
printf("\n\n\t\t\t\t\t %s\n\t\t\t\t\t it's your turn\t\t\t\t\t ",p2);
}

printf("Enter position where you want to place your symbol : ");
scanf("%d",&x);

for(i=0;i<9;i++)
{
    if(d[i]==x)
    {
        c=2;
        goto lable7;
    }
}

if(x<=9)
    d[amt] = x ;
else
    goto lable7;
amt++;

switch(x)
{
    case 1:

        if(amt%2==0)
            a[0][0]=ply2;
        else
            a[0][0]=ply1;

        break;
    case 2:

        if(amt%2==0)
            a[0][1]=ply2;
        else
            a[0][1]=ply1;
        break;
    case 3:

        if(amt%2==0)

            a[0][2]=ply2;
        else
            a[0][2]=ply1;

        break;
    case 4:

        if(amt%2==0)
            a[1][0]=ply2;
        else
            a[1][0]=ply1;

        break;
}

```



```

for(n=0;n<3;n++)
{
    if(n==0)
        printf(".....");

    for(j=0;j<3;j++)
    {
        printf("\n\t\t\t");
        for(k=0;k<3;k++)
        {
            if(j==1)
            {
                if(a[n][k]==-1)
                {
                    if(ply1==1)
                        printf("  X  ");
                    else
                        printf("  O  ");
                }
                else if(a[n][k]==0)
                {
                    if(ply1==1)
                        printf("  O  ");
                    else
                        printf("  X  ");
                }
            }

            else
                printf("   %d   ",a[n][k]);

            if(a[n][k] == a[n][k+1] && a[n][k+1]==a[n][k+2])
                { c=2; goto lable8; }
            else if(a[n][k]==a[n+1][k] && a[n+1][k]==a[n+2][k])
                { c=2;goto lable8; }
            else if(a[0][0]==a[1][1] && a[0][0]==a[2][2])
                { c=2;goto lable8; }
            else if(a[2][0]==a[1][1] && a[1][1]==a[0][2])
                { c=2;goto lable8; } //Cheaking machanisam
            else
                {}

        }
    }
    else
        printf("      ");
}

}

printf("\n\t\t\t");

printf(".....");

```

```
goto lable7;
```

lable8:

```
clrscr();
printf("\n\n\t\t\t\t\t TIK-TAK-TOE\n ");


        if(a[n][k]==-1&& c==2)
        {
            printf("\n\n\n\n\n\t\t\t CONGRATULATIONS !!! ");
            printf("\n\n\n\n\t\t\t %s \n\n\t\t >>> Y O U W I N !");
        }
        else if(a[n][k]==0&&c==2)
        {
            printf("\n\n\n\n\n\t\t\t CONGRATULATIONS !!! ");
            printf("\n\n\n\n\t\t\t %s \n\n\t\t >>> Y O U W I N !");
        }
        else
        {
            printf("\n\n\n\n\n\t\t\t CONGRATULATIONS !!! ");
            printf("\n\n\n\n\n\t\t\t G A M E D R O W !");
        }
```

```
getch();
```

```
goto lable2;
```

table3:

```
getch();
```

}

```

/*

#include<stdio.h>

#include<conio.h>

void main()
{

    int a[3][3], d[9], amt=0;
    int z,c=1,i,j,k,n,x,temp,count;

    char sym, p1[10], p2[10], ply1, ply2;

    lable2:
    c=1, amt=0, count=0;

    for(i=0; i<3; i++)
    { for(j=0; j<3; j++)
      {
          count++;
          d[count]=0;
          a[3][3]=count;
      }}

    clrscr();

    printf("\n\n\t\t\t\t\t TIK-TAK-TOE\n\n");

    printf("\n\t\t\t\t\tPLAY & ENJOY TIK-TAK-TOE game \n\n\n\n\t Press > 1 < To play 2
players game \n\n\n\t Press > 2 < To play 1 player game \n\n\n\t Press > Any key < To
exit \n\n\n\t >>> ");
    scanf("%d", &z);

    switch(z)
    {
        case 1: goto lable1;
        case 2: goto lable2;
        default : goto lable10;
    }
}

```



```

{
    temp=0;
    printf("\n\n\t\t\t\t\t %s\n\t\t\t\t\t it's your turn\t\t\t\t\t ",p1);

    }
    else if(temp==0)
    {
        temp=1;
        printf("\n\n\t\t\t\t\t %s\n\t\t\t\t\t it's your turn\t\t\t\t\t ",p2);
    }

    printf("Enter position where you want to place your symbol : ");
    scanf("%d",&x);

    for(i=0;i<9;i++)
    {
        if(d[i]==x)
        {
            c=2;
            goto lable7;
        }
    }

    d[amt] = x ;

    amt++;

    switch(x)
    {
        case 1:

            if(amt%2==0)
                a[0][0]=ply2;
            else
                a[0][0]=ply1;

            break;
        case 2:

            if(amt%2==0)
                a[0][1]=ply2;
            else
                a[0][1]=ply1;
            break;
        case 3:

            if(amt%2==0)

                a[0][2]=ply2;
            else
                a[0][2]=ply1;

            break;
        case 4:

            if(amt%2==0)

```

```

        a[1][0]=ply2;
    else
        a[1][0]=ply1;

    break;
case 5:

    if(amt%2==0)
        a[1][1]=ply2;
    else
        a[1][1]=ply1;

    break;
case 6:

    if(amt%2==0)
        a[1][2]=ply2;
    else
        a[1][2]=ply1;

    break;
case 7:

    if(amt%2==0)
        a[2][0]=ply2;
    else
        a[2][0]=ply1;

    break;
case 8:

    if(amt%2==0)
        a[2][1]=ply2;
    else
        a[2][1]=ply1;

    break;
case 9:

    if(amt%2==0)
        a[2][2]=ply2;
    else
        a[2][2]=ply1;

    break;

    default: goto lable3;
} //switch

goto lable6;//
case 2: break;
default : break;
}

```



[illegible]


```

N    !    <<<" ,p2);
        goto lable3;
    }

    lable3:
        getch();
        goto lable2;
    lable10:
        getch();
}

```

```

/*      #include<stdio.h>

#include<conio.h>

void  main()
{

    /*      int i,j,k,n,x=0;

clrscr();

printf("\n\n\n\n\n\t ");

for(n=0;n<3;n++)
{
    /*if(x==0)
    {
        for(i=0;i<13;i++)
        {
            printf(". ");

        }
    }
}

```

```

x=1;
}*

//if()
for(j=0;j<3;j++)
{
printf("\n          ");
for(k=0;k<3;k++)
{
if(k<2)
{
if(j==1)
{
//printf("n%dj%d k%d",n,j,k);
printf("  X  .");
}
else
printf("      .");
}

if(k==1)
{

if(j==1)

{
//printf("n%dj%d k%d",n,j,k);
printf("  X  ");
}

}
}

printf("\n\t ");

if(n<2)
{
for(i=0;i<13;i++)
{
printf(" .");
}
}
}

getch();

} */

```

