```
#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\t\t\t TIK-TAK-TOE\n\n");
       printf("\n\t\t\tPLAY & ENJOY TIK-TAk-TOE game \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();
```

```
printf("\n\n\t\t\t
                         TIK-TAK-TOE\n\n ");
    printf("\nPlyer 1 : Enter your name - ");
    scanf("%s",&p1);
lable4:
    printf("\nPlayer 1 : Choose your symbol -\n\n\tPress > X < or Press > O < : ");
    scanf("%s",&sym);
    switch(sym)
        case 'X':
        case 'x': ply1=-1,ply2=0,sym='X',temp=1; break;
        case 'O':
        case 'o': ply1=0,ply2=-1,sym='O',temp=0; break;
        default :
                    printf("\nEnter the symbol correclty ...");
             goto lable4;
    }
    printf("\nPlyer 2 : Enter your name - ");
    scanf("%s",&p2);
 lable5:
     clrscr();
      switch(c)
          {
        case 1:
  goto lable6;
  lable7:
              if(amt==9)
                goto lable3;
            }
             if(c==2)
             printf("\n\t\tPosion is already choosed retry... \n");
             c=1;
          }
              else if(temp==1)
             temp=0;
             printf("\n\t\t\t\ %s\n
                                             it's your turn ",p1);
              else if(temp==0)
              {
```

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

```
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;
               default:
                    if(amt%2==0)
                       a[2][2]=ply2;
                      else
                      a[2][2]=ply1;
                      break;
              }//switch
      default : break;
    } //switch
printf("\n\n\t\t
                        TIK-TAK-TOE\n ");
printf("\n\t\t");
```

lable6:

clrscr();

```
for(n=0;n<3;n++)
{
     if(n==0)
        printf("....");
    for(j=0;j<3;j++)
    printf("\n\t\t.");
    for(k=0;k<3;k++)
      if(j==1)
      {
          if(a[n][k]==-1)
         if(ply1==-1)
           printf(" X
                           .");
         else
            printf("
                           .");
          }
          else if(a[n][k]==0)
            if(ply1==-1)
           printf(" O
                           .");
         else
            printf("
                       Χ
                           .");
           }
          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
                                  TIK-TAK-TOE\n ");
               if(a[n][k]==-1\&\&c==2)
                printf("\n\n\n\n\t\t
                                        CONGRATULATIONS !!! ");
                printf("\n\n\t\t
                                             %s
                                                   n\t \
                                                                        Y O U
                                                                                   WΙ
           <<<",p1);
Ν
               else if(a[n][k]==0\&c==2)
                printf("\n\n\n\n\t\t
                                         CONGRATULATIONS !!! ");
                printf("\n\n\t\t
                                                                        Y O U
                                                                                   WI
                                             %s
                                                   \n\n\t\t >>>
Ν
           <<<",p2);
             }
               else
             {
                printf("\n\n\n\n\t\t\t CONGRATULATIONS !!! ");
                printf("\n\n\n\n\t\ GAME
                                                 DROW !");
             }
    getch();
   goto lable2;
   lable3:
        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\t\t\t TIK-TAK-TOE\n\n");
       printf("\n\t\tPLAY & ENJOY TIK-TAk-TOE game \n\n\n\n\t Press > 1 <
players game \n\n\n\t Press > 2 < To play 1 player game \n\n\n\t Press > Any key < To
exit n\n\t >> ");
       scanf("%d",&z);
       switch(z)
          case 1: goto lable1;
          case 2: goto lable2;
          default : goto lable10;
       }
```

```
lable1:
   clrscr();
   printf("\n\n\t\t
                        TIK-TAK-TOE\n\n ");
   printf("\nPlyer 1 : Enter your name - ");
   scanf("%s",&p1);
   lable4:
   printf("\nPlayer 1 : Choose your symbol -\n\n\tPress > X < or Press > O < : ");
   scanf("%s",&sym);
   switch(sym)
      case 'X':
      case 'x': ply1=-1,ply2=0,sym='X',temp=1; break;
      case '0':
      case 'o': ply1=0,ply2=-1,sym='O',temp=0; break;
      default:
                  printf("\nEnter the symbol correclty ...");
           goto lable4;
   }
   printf("\nPlyer 2 : Enter your name - ");
   scanf("%s",&p2);
lable5:
    clrscr();
    switch(c)
      case 1:
            goto lable6;
     lable7:
            if(amt==9)
            amt=0;
            goto lable10;
            if(c==2)
           printf("\n\t\tPosion is already choosed retry... \n");
           c=1;
            else if(temp==1)
```

```
{
  temp=0;
  printf("\n\n\t\t\t\ %s\n
                                  it's your turn ",p1);
   else if(temp==0)
  temp=1;
  printf("\n\t\t\t\ \%s\n
                                  it's your turn ",p2);
   printf("Enter postion where your 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;
```

}

```
if(c==1)
  lable6:
clrscr();
printf("\n\n\t\t
                         TIK-TAK-TOE\n ");
printf("\n\t\t\t");
  for(n=0;n<3;n++)
      if(n==0)
    for(i=0;i<13;i++)
       {
         printf(". ");
       }
        }
    for(j=0;j<3;j++)
    printf("\n\t\t.");
    for(k=0;k<3;k++)
       if(j==1)
       {
          if(a[n][k]==-1)
         if(ply1==-1)
            printf("
                            .");
                      Χ
         else
             printf("
                        0
                           .");
          }
          else if(a[n][k]==0)
             if(ply1==-1)
            printf("
                            .");
         else
             printf("
                        Χ
                           .");
            }
           else
            {
          printf("
                      %d
                            .",a[n][k]);
           }
            if(a[n][k]==a[n][k+1] && a[n][k+1]==a[n][k+2])
            goto lable8;
            else if(a[n][k]==a[n+1][k] && a[n+1][k]==a[n+2][k])
             goto lable8;
            else if(a[n][k]==a[n+1][k+1] && a[n+1][k+1]==a[n+2][k+2])
```

```
goto lable8;
         else if(a[n-1][k+1]==a[n][k] && a[n][k]==a[n+1][k-1])
          goto lable8; //Cheaking machanisam
       }
     else
                     .");
       printf("
    }
      }
   printf("\n\t\t");
      for(i=0;i<13;i++)
   printf(". ");
      }
    }
  goto lable7;
}
  lable8:
        if(amt==9)
           clrscr();
           amt=0;
           printf("\n\n\t\t\t
                                  TIK-TAK-TOE\n ");
           zprintf("\n\n\n\t  GAME DROW!");
           goto lable3;
          if(a[n][k]==-1)
           clrscr();
           printf("\n\n\t\t
                                  TIK-TAK-TOE\n ");
           printf("\n\n\n\n\t\t\t CONGRATULATIONS !!! ");
           printf("\n\n\t\t\t
                                                                      Y O U
                                                                                 WΙ
                                       %s
                                            \n\n\n\n\t\t >>>
!
      <<<",p1);
           goto lable3;
         }
          else if(a[n][k]==0)
           clrscr();
           printf("\n\n\t\t\t
                                  TIK-TAK-TOE\n ");
           printf("\n\n\n\n\t\t
                                     CONGRATULATIONS !!! ");
                                                                      Y O U
                                                                                 WΙ
           printf("\n\n\t\t\t
                                       %s
                                             \n\n\n\t >>>
```

Ν

```
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();
} */
```

}