#include <stdio.h>

#include <conio.h>

#include <stdlib.h>

char ch[9]={'1','2','3','4','5','6','7','8','9'};

int ge=1;

void tie()// for checking tie or draw

{

int i=0,flag=0;

for(i=0;i<9;i++)

{

if(!(ch[i]=='O'||ch[i]=='X'))

{

flag=1;

break;

}

}

if(flag==0)

{

printf("Draw");

ge=0;

}

}

void playerlogic(int l)// player 1 logic

{

ch[l]='O';

// draw(ch);

if(ch[0]=='O' && ch[1] == 'O' && ch[2]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[3]=='O'&& ch[4]=='O'&& ch[5]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[6]=='O'&& ch[7]=='O'&& ch[8]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[0]=='O'&& ch[3]=='O'&& ch[6]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[1]=='O'&& ch[4]=='O'&& ch[7]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[2]=='O'&& ch[5]=='O'&& ch[8]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[0]=='O'&& ch[4]=='O'&& ch[8]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

if(ch[2]=='O'&& ch[4]=='O'&& ch[6]=='O')

{

printf("\nPlayer Won!!!");

ge=0;

return ;

}

}

void draw2(char x[9])//for drawing basic structure of tic tac toe for computer mode

{

system("cls");

printf("\n\t\t\t T I C T A C T O E");

printf("\n Player---: O");

printf("\n Computer-: X");

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

printf("\n\t\t\t %c | %c | %c ",x[0],x[1],x[2]);

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

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

printf("\n\t\t\t %c | %c | %c ",x[3],x[4],x[5]);

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

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

printf("\n\t\t\t %c | %c | %c \n\n",x[6],x[7],x[8]);

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

}

int turn=0,c,cr1,cr2,cr3,cr4,s1,s2,s3,s4,c\_1,c\_2,c\_3,c\_4,c\_5,c\_6,c\_7,c\_\_1,c\_\_2,c\_\_3,c\_\_4,c\_\_5;

int s\_1,s\_2,s\_3,s\_4,s\_5,s\_6,s\_7,cr\_1,cr\_2,cr\_3,cr\_4,cr\_5,cr\_6,cr\_7;

void computerlogic()//computer logic

{

switch(turn)

{

case 1:

{

if(ch[4]=='O')

{

c=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[0]=='O')

{

cr1=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

cr2=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

cr3=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

cr4=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

s1=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

s2=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

s3=1;

ch[4]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

s4=1;

ch[4]='X';

draw2(ch);

return;

}

break;

}

case 3:

{

if(c==1)

{

if(ch[0]=='O')

{

ch[2]='X';

draw2(ch);

c\_1=1;

return;

}

if(ch[1]=='O')

{

ch[7]='X';

draw2(ch);

c\_2=1;

return;

}

if(ch[2]=='O')

{

ch[6]='X';

draw2(ch);

c\_3=1;

return;

}

if(ch[3]=='O')

{

ch[5]='x';

draw2(ch);

c\_4=1;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

c\_5=1;

return;

}

if(ch[6]=='O')

{

ch[2]='X';

draw2(ch);

c\_6=1;

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

c\_7=1;

return;

}

}

if(s1==1)

{

if(ch[7]=='O')

{

s\_1=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[0]=='O')

{

s\_2=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

s\_3=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

s\_4=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

s\_5=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

s\_6=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

s\_7=1;

ch[5]='X';

draw2(ch);

return;

}

}

if(s2==1)

{

if(ch[0]=='O')

{

s\_1=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

s\_2=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

s\_3=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

s\_4=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

s\_5=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

s\_6=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

s\_7=1;

ch[1]='X';

draw2(ch);

return;

}

}

if(s3==1)

{

if(ch[0]=='O')

{

s\_1=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

s\_2=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

s\_3=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

s\_4=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

s\_5=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

s\_6=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

s\_7=1;

ch[2]='X';

draw2(ch);

return;

}

}

if(s4==1)

{

if(ch[0]=='O')

{

s\_1=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

s\_2=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

s\_3=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

s\_4=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

s\_5=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

s\_6=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

s\_7=1;

ch[6]='X';

draw2(ch);

return;

}

}

if(cr1==1)

{

if(ch[1]=='O')

{

cr\_1=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

cr\_2=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

cr\_3=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

cr\_4=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

cr\_5=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

cr\_6=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

cr\_7=1;

ch[3]='X';

draw2(ch);

return;

}

}

if(cr2==1)

{

if(ch[0]=='O')

{

cr\_1=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

cr\_2=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

cr\_3=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

cr\_4=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

cr\_5=1;

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

cr\_6=1;

ch[5]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

cr\_7=1;

ch[5]='X';

draw2(ch);

return;

}

}

if(cr3==1)

{

if(ch[0]=='O')

{

cr\_1=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

cr\_2=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

cr\_3=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

cr\_4=1;

ch[0]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

cr\_5=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

cr\_6=1;

ch[8]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

cr\_7=1;

ch[7]='X';

draw2(ch);

return;

}

}

if(cr4==1)

{

if(ch[0]=='O')

{

cr\_1=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

cr\_2=1;

ch[5]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

cr\_3=1;

ch[5]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

cr\_4=1;

ch[7]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

cr\_5=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

cr\_6=1;

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

cr\_7=1;

ch[6]='X';

draw2(ch);

return;

}

}

}

case 5:

{

if(c==1)

{

if(c\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(c\_2==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(c\_3==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(c\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(c\_5==1)

{

if(ch[0]=='O')

{

c\_\_5=1;

ch[7]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

c\_\_1=1;

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

c\_\_2=1;

ch[1]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

c\_\_3=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

c\_\_4=1;

ch[2]='X';

draw2(ch);

return;

}

}

if(c\_6==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(c\_7==1)

{

if(ch[0]=='O')

{

c\_\_1=1;

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

c\_\_2=1;

ch[6]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

c\_\_3=1;

ch[5]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

c\_\_4=1;

ch[3]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

c\_\_5=1;

ch[2]='X';

draw2(ch);

return;

}

}

}

if(s1==1)

{

if(s\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

}

if(s2==1)

{

if(s\_1==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

}

if(s3==1)

{

if(s\_1==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

}

if(s4==1)

{

if(s\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

}

if(cr1==1)

{

if(cr\_1==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

}

if(cr2==1)

{

if(cr\_1==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

}

if(cr3==1)

{

if(cr\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

}

if(cr4==1)

{

if(cr\_1==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

}

}

case 7:

{

if(c==1)

{

if(c\_1==1)

{

if(ch[1]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(c\_2==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(c\_3==1)

{

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(c\_4==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(c\_5==1)

{

if(c\_\_1==1)

{

if(ch[6]!='X')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(c\_\_2==1)

{

if(ch[0]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(c\_\_3==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(c\_\_4==1)

{

if(ch[1]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

if(ch[0]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(c\_\_5==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

}

if(c\_6==1)

{

if(ch[1]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

if(ch[0]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(c\_7==1)

{

if(c\_\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(c\_\_2==1)

{

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

if(ch[3]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(c\_\_3==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(c\_\_4==1)

{

if(ch[2]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[0]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(c\_\_5==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

}

}

if(s1==1)

{

if(s\_1==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[3]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

}

if(s2==1)

{

if(s\_1==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[1]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

if(ch[7]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

else

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

}

if(s\_5==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

}

if(s3==1)

{

if(s\_1==1)

{

if(ch[3]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

}

if(s4==1)

{

if(s\_1==1)

{

if(ch[1]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(s\_2==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_3==1)

{

if(ch[3]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

if(ch[5]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(s\_4==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(s\_5==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_6==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(s\_7==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

}

if(cr1==1)

{

if(cr\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[1]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

if(ch[6]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[6]!='O')

{

ch[6]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[6]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

}

if(cr2==1)

{

if(cr\_1==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[6]='X';

draw2(ch);

return;

}

}

}

if(cr3==1)

{

if(cr\_1==1)

{

if(ch[7]!='O')

{

ch[7]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[7]=='O')

{

ch[8]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[8]!='O')

{

ch[8]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[8]=='O')

{

ch[7]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[0]!='O')

{

ch[0]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[0]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[7]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

if(ch[1]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

if(ch[2]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

}

if(cr4==1)

{

if(cr\_1==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_2==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_3==1)

{

if(ch[1]!='O')

{

ch[1]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[1]=='O')

{

ch[0]='X';

draw2(ch);

return;

}

}

if(cr\_4==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[5]='X';

draw2(ch);

return;

}

}

if(cr\_5==1)

{

if(ch[2]!='O')

{

ch[2]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[2]=='O')

{

ch[3]='X';

draw2(ch);

return;

}

}

if(cr\_6==1)

{

if(ch[5]!='O')

{

ch[5]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[5]=='O')

{

ch[2]='X';

draw2(ch);

return;

}

}

if(cr\_7==1)

{

if(ch[3]!='O')

{

ch[3]='X';

draw2(ch);

printf("Computer wins !!!!");

ge=0;

return;

}

if(ch[3]=='O')

{

ch[1]='X';

draw2(ch);

return;

}

}

}

}

}

}

int main()//main function

{

char gc;

start:

{

draw2(ch);

int a;

while(ge)

{

POS :

printf("Player turn : ");

scanf("%d",&a);

if(!((a<=9)&&(a>=1)))

{

printf("Wrong input!!\n\n");

goto POS ;

}

if(ch[a-1]=='X'||ch[a-1]=='O')

{

printf("\n!!!!Already occupy!!!!\n\n");

goto POS ;

}

else

playerlogic(a-1);

turn++;

if(ge==0)

break;

tie();

computerlogic();

turn++;

if(ge==0)

break;

}

}

printf("\n\n Thanks for playing \n\n");

printf("So you want to play another game\nPress 'y' or 'Y' for yes and 'n' or 'N' for no ");

scanf("%c",&gc);

if((gc=='y')||(gc=='Y'))

{

ge=1;

turn=0;

ch[0]='1';ch[1]='2';ch[2]='3';ch[3]='4';ch[4]='5';ch[5]='6';ch[6]='7';ch[7]='8';ch[8]='9';

clrscr();

goto start;

}

else

return 0;

}