**TICTACTOE ALGORITHM**

STEP1 : Declare the variables x,y,i as strings .

STEP2 : Declare the values p1,p2,win1 , win2 , flag as integers .

STEP3 : Declare the array and its size of 9 .

STEP4 : Assign the numbers from 1 to 9 in the array indices which are starting

from 0 and ends at 8 .

STEP5 : Assign the string “x” value as “rematch” .

STEP6 : Assign the string “y” value as “ “ .

STEP7 : Assign the value “win1” is “0” .

STEP8 : Assign the value “win2” is “0” .

STEP9 : Assign the value “flag” is “0” .

STEP10: while loop in that the condition is x==”rematch” .(if you want

rematch press “rematch” if you don’t want then press any key)

* Assign the values 1 to 9 in array indices from 0 to 8 .

|  |  |  |
| --- | --- | --- |
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

* Print the values from 1 to 9 .
* To enter the values by while loop.
* Input the value p1.
* Assign the value arr[p1-1] = “x”
* Print the remaining values.
* Checks the possibility of win or lose for “p1”.
* Print “player1 won”.
* Assign win1 = win1+1.
* Assign the value of flag = 1

FALSE:

* Checks the possibilities for draw condition .
* Input p2
* Assign the value arr[p2-1]= “o”
* Print the remaining values.
* Checks the possibility of win or lose for “p2”
* Print “player2 won”
* Assign win2 = win2+1
* Assign the value of flag = 1

FALSE:

* Assign flag = 0
* Input the value for “x” .

STEP11: Display the wins of p1 and p2 .

STEP12: END.