

At first let's make a board for the game.

1	2	3
4	5	6
7	8	9

But it is tough in C to make a chart like this. We can use printf and using - and |.

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It will show something like this. In codeblocks it will show perfect board.

For this we write the following code.

```
for(int i=0; i<3; i++){
    for(int j=0; j<3; j++){
        printf("   "); // There are three spaces
        if(j<2){ printf("|"); }
    }
    printf("\n");
    if(i<2){printf("---|---|---\n"); }
}
```

if(j<2){ printf("|"); } : We write this because we want | around only middle cell.

if(i<2){printf("---|---|---\n"); } : We write this because we only want this in the middle row only.

Now watch in code that we use three spaces in printf. If we can insert the character then it will be like the board shown above. For that we can declare a multidimensional character array. And access it in the printf.

```
#include<stdio.h>
```

```

char board[3][3]={'1','2','3','4','5','6','7','8','9'};
int main(){
    for(int i=0; i<3; i++){
        for(int j=0; j<3; j++){
            printf(" %c ", board[i][j]); // There are one space beside
each side of %c
            if(j<2){ printf("|");}
        }
        printf("\n");
        if(i<2){printf("---|---|---\n"); }
    }
    return 0;
}

```

We declare in global multidimensional character array so that we can access it from anywhere in the program.

```

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

Process returned 0 (0x0)   execution time : 0.682 s
Press any key to continue.

```

Now we input X or O in these cell or simply we can say that we will replace 1 to 9 with X or O while playing. We use character array instead of integer array because it will be much easier to replace 1 2 character with X or O.