//

// TIC TAC TOE

// Cpp

//

// Created by Lakshay Kalbhor on 15/09/15.

#include<iostream>

using namespace std;

void ClearScreen()

{

for(int sys=0;sys<100;sys++)

cout<<"\n";

}

void eg()

{

cout<<"|1,1||1,2||1,3| \n"<<"|2,1||2,2||2,3| \n"<<"|3,1||3,2||3,3| \n\n";

cout<<"^ >\n";

cout<<"R C\n\n";

}

int main()

{

cout<<"Play 2 player tic-tac-toe\n\n";

eg();

cout<<"Player 1 : X\n"<<"Player 2: O\n";

cout<<endl;

char arr[3][3]={' ', ' ', ' ',' ',' ',' ',' ',' ', ' '};

int col,row;

for(int l=0;l<9;l++)

{

if(l%2==0)

{

X:

cout<<"Enter row here : ";

cin>>row;

cout<<"Enter collumn here : ";

cin>>col;

row--;col--;

if(arr[row][col]=='X'||arr[row][col]=='O')

{

cout<<"Box already filled, try again\n\n";

goto X;

}

arr[row][col]='X';

//+\_\_\_\_\_++\_\_\_\_\_\_\_\_+\_\_\_

ClearScreen();

eg();

for(int i=0;i<=2;i++)

{

for(int j=0;j<=2;j++)

{

cout<<"|"<<arr[i][j]<<"|";

}

cout<<endl;

}

//+\_\_\_\_\_++\_\_\_\_\_\_+++\_\_\_\_

if(

(arr[0][0]==arr[0][1] && arr[0][1]==arr[0][2] && arr[0][1]=='X') ||

(arr[1][0]==arr[1][1] && arr[1][1]==arr[1][2] && arr[1][0]=='X') ||

(arr[2][0]==arr[2][1] && arr[2][1]==arr[2][2] && arr[2][0]=='X') ||

//down down down

(arr[0][0]==arr[1][0] && arr[1][0]==arr[2][0] && arr[0][0]=='X') ||

(arr[0][1]==arr[1][1] && arr[1][1]==arr[2][1] && arr[0][1]=='X') ||

(arr[0][2]==arr[1][2] && arr[1][2]==arr[2][2] && arr[0][2]=='X') ||

//diag diag diag

(arr[0][0]==arr[1][1] && arr[1][1]==arr[2][2] && arr[0][0]=='X') ||

(arr[0][2]==arr[1][1] && arr[1][1]==arr[2][0] && arr[0][2]=='X')

//end end end

)

{

cout<<"Player 1 WINS";

break;

}

}

else

{

O:

cout<<"Enter row here : ";

cin>>row;

cout<<"Enter collumn here : ";

cin>>col;

row--;col--;

if(arr[row][col]=='X'||arr[row][col]=='O')

{

cout<<"Box already filled, try again\n\n";

goto O;

}

arr[row][col]='O';

//+\_\_\_++\_\_\_\_+++\_\_\_\_\_\_\_++\_\_\_

ClearScreen();

eg();

for(int i=0;i<=2;i++)

{

for(int j=0;j<=2;j++)

{

cout<<"|"<<arr[i][j]<<"|";

}

cout<<endl;

}

//+\_\_\_++\_\_\_\_\_++\_\_\_\_\_\_\_++\_\_\_\_

if(

//side side side

(arr[0][0]==arr[0][1] && arr[0][1]==arr[0][2] && arr[0][1]=='O') ||

(arr[1][0]==arr[1][1] && arr[1][1]==arr[1][2] && arr[1][0]=='O') ||

(arr[2][0]==arr[2][1] && arr[2][1]==arr[2][2] && arr[2][0]=='O') ||

//down down down

(arr[0][0]==arr[1][0] && arr[1][0]==arr[2][0] && arr[0][0]=='O') ||

(arr[0][1]==arr[1][1] && arr[1][1]==arr[2][1] && arr[0][1]=='O') ||

(arr[0][2]==arr[1][2] && arr[1][2]==arr[2][2] && arr[0][2]=='O') ||

//diag diag diag

(arr[0][0]==arr[1][1] && arr[1][1]==arr[2][2] && arr[0][0]=='O') ||

(arr[0][2]==arr[1][1] && arr[1][1]==arr[2][0] && arr[0][2]=='O')

//end end end

)

{

cout<<"Player 2 WINS";

break;

}

}

}

}