2 Players Tic Tac Toe in C++ by Luu Minh Duc

Purpose of my program:

Build a simple 2 player game in C++ for entertainment

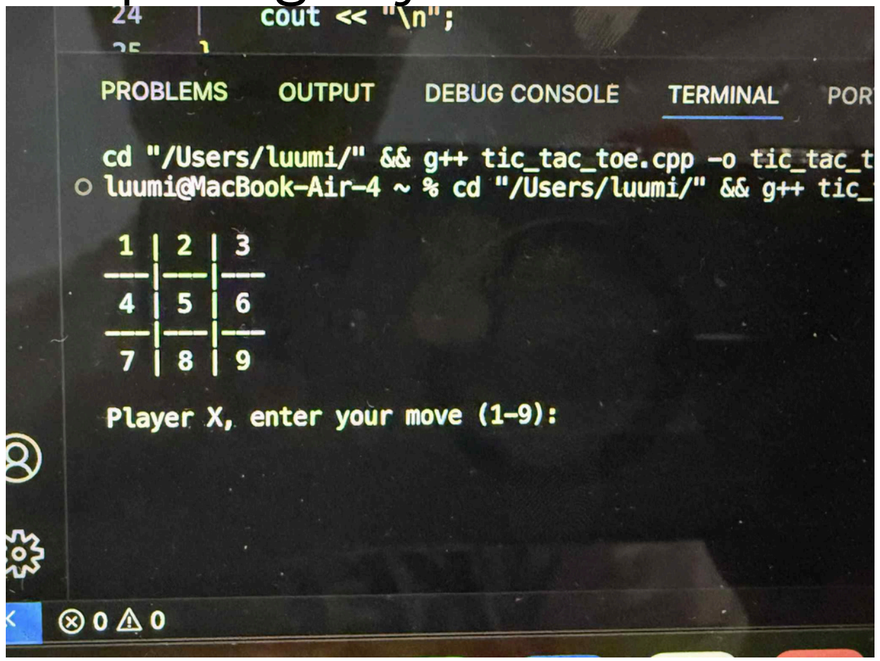
Features:

- Console UI with text based grid
- Input validation
- Turn-based logic
- Win/lose/draw detection
- Easy to use, understand and play

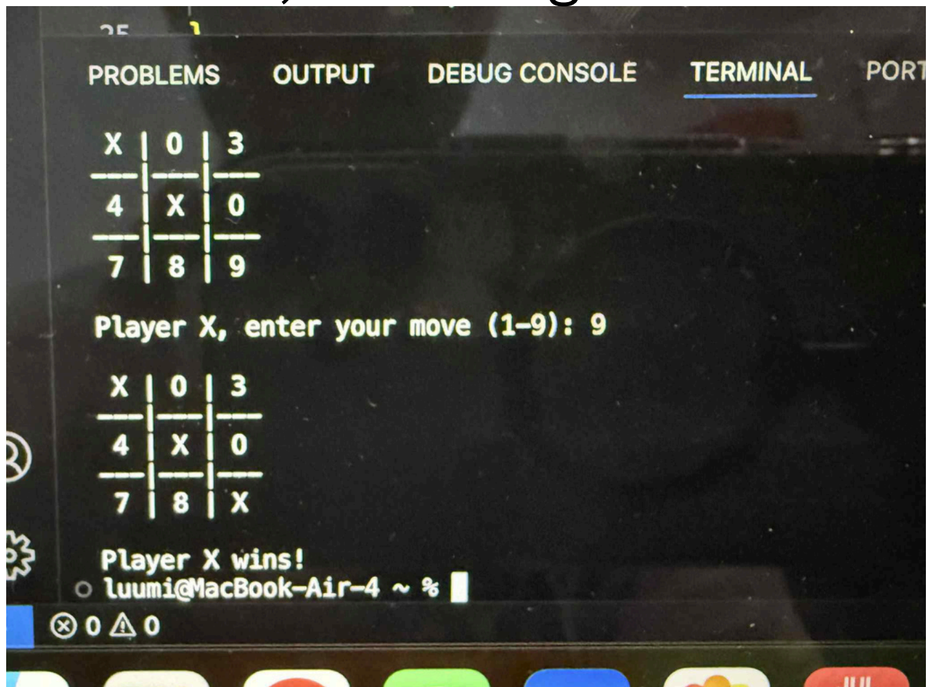
GUI:

- 3x3 board
- Each cell showing numbers initially
- Players enter number to replace with X or O
- Board updates and detects the winner after each move

Example: The code before inputing any numbers:



The code after inputing a few numbers, detecting the winner:



Program Flow:

1. Fill board with numbers 1-9
2. Print board
3. Prompt the current player for a move
4. Validate and update the board
5. Check for win or draw
6. Switch turns
7. A player wins → display winner

   A player loses → display loser

   Draw → display draw message

Data structure:

- 2D array for board
- Variables: currentPlayer, row, col, move
- Functions used: initializeBoard(), printboard(), makeMove(int), checkWin(), isDraw(), switchPlayer()