# Lab 03 - Don't Repeat Yourself but Deligate
## Instructions:

- The lab requires completing a few tasks.

- Your submissions must be submitted to the GitHub repository in the Lab03 directory.

- Cheating of any kind is prohibited and will not be tolerated.

- **Violating and failing to follow any of the rules will result in an automatic zero (0) for the lab.**

**TO ACKNOWLEDGE THAT YOU HAVE READ AND UNDERSTOOD THE INSTRUCTIONS ABOVE, AT THE BEGINNING OF YOUR SUBMISSION(S), ADD A COMMENT THAT CONSISTS OF YOUR NAME AND THE DATE.**

## Grading

| Task | Maximum Points | Points Earned |
|:---:|:---:|:---:|
| 1 | 2.5 | |
| 2 | 2.5 | |
| **Total** | 5 | |

Note: solutions will be provided for tasks colored blue only.

Your objective is to create a Tic-Tac-Toe game using functions. The tokens for the players are X and O, respectively, and the grid have three tokens on each of the three rows with them separated by a comma as follows

```
  :   :
  :   :
  :   :
```

Your program cannot use global variables and **must**

1. Define a function that displays the game grid and the current player.
2. Define a function that continually prompts the user to a valid grid position until one is received where a valid grid position is a valid unoccupied grid coordinate, and then, populates the grid position with the current player's token.
3. Define a function that checks if a player won the game.
4. Define a function that checks if the game ended; either a player won or no more moves are available.
5. Define a function that initializes the game and runs until the game ends.

## Task 1

Write the above program in C++.

## Task 2

Write the above program in Ruby.

## Extra Credit

Modify both programs to allow each player to erase an entire column or row at most once as a special move.