**Project 4**

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**Description**: This is a simple example of a two-dimensional array being used to represent a tic-tac-toe board. The game fills the array with a random number 0 or 1 at each index until it detects a winner. Once a winner is found, it prints the game board and notifies who one or if there was a draw. In this implementation, the turns each side takes may be uneven owing to the random number used to determine who has a particular square. Some iterations of the game will see only one side get turns because it will always go left-to-right and top-to-bottom.

**Github Link**: <https://github.com/MTeixeiraGCU/CST-117.git>

**Screenshots**:











