#include "pch.h"

#include <iostream>

#include <cstdlib>

using namespace std;

enum i

{

over =1,

progress=-1,

no\_win=0

};

enum player

{

one =1,

two=2

};

char square[10] = { 'o','1','2','3','4','5','6','7','8','9' };

int checkwin(int);

int i = progress;

void board();

int main()

{

system("color f0");

int player = one , choice;

char a[10] = { 'o','1','2','3','4','5','6','7','8','9' };

char mark;

do

{

board();

player = (player % 2) ? one : two ;

mark = (player == one) ? 'X' : 'O';

cout << "Player " << player << ", enter a number: ";

cin >> choice;

for (int p = 1; p <= 9;p++) {

if (choice == p && square[p] == a[p]) {

square[p] = mark;

i = checkwin(i);

break;

}

else

if(!(choice == p && square[p] == a[p]))

{

continue;

}

else{

cout << "Invalid move ";

cin.get();

}

}

player++;

} while (i == progress);

board();

if (i == over)

cout << "==>\aPlayer " << --player << " win ";

else

cout << "==>\aGame draw";

cin.ignore();

return 0;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

FUNCTION TO RETURN GAME STATUS

1 FOR GAME IS OVER WITH RESULT

-1 FOR GAME IS IN PROGRESS

O GAME IS OVER AND NO RESULT

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

int checkwin(int i)

{

if (square[1] == square[2] && square[2] == square[3])

return over;

else if (square[4] == square[5] && square[5] == square[6])

return over;

else if (square[7] == square[8] && square[8] == square[9])

return over;

else if (square[1] == square[4] && square[4] == square[7])

return over;

else if (square[2] == square[5] && square[5] == square[8])

return over;

else if (square[3] == square[6] && square[6] == square[9])

return over;

else if (square[1] == square[5] && square[5] == square[9])

return over;

else if (square[3] == square[5] && square[5] == square[7])

return over;

else if (square[1] != '1' && square[2] != '2' && square[3] != '3'

&& square[4] != '4' && square[5] != '5' && square[6] != '6'

&& square[7] != '7' && square[8] != '8' && square[9] != '9')

return no\_win ;

else

return progress;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

void board()

{

system("cls");

cout << "\n\n\tTic Tac Toe\n\n";

cout << "Player 1 (X) - Player 2 (O)" << endl << endl;

cout << endl;

cout << " | | " << endl;

cout << " " << square[1] << " | " << square[2] << " | " << square[3] << endl;

cout << "\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_" << endl;

cout << " | | " << endl;

cout << " " << square[4] << " | " << square[5] << " | " << square[6] << endl;

cout << "\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_" << endl;

cout << " | | " << endl;

cout << " " << square[7] << " | " << square[8] << " | " << square[9] << endl;

cout << " | | " << endl << endl;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

END OF PROJECT

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/