User guide:

- ## Step(1):

  Enter number 1 to start the game.

  First we will start the game number (1)
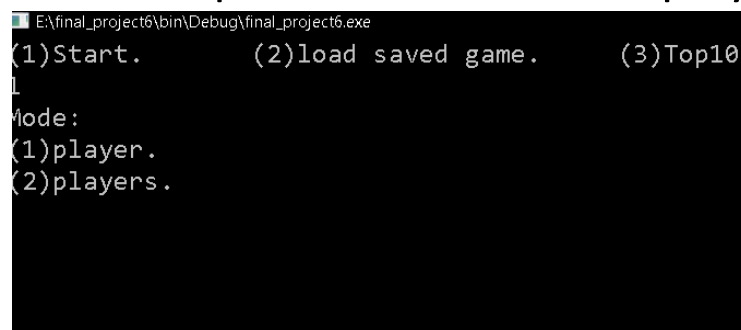
  ```
  ■ E:\final_project6\bin\Debug\final_project6.exe
  (1)Start.        (2)load saved game.        (3)Top10
  ```

- ## Step(2):

  Enter number (1) to 1 player mode.

  Enter number (2) to 2 player mode.

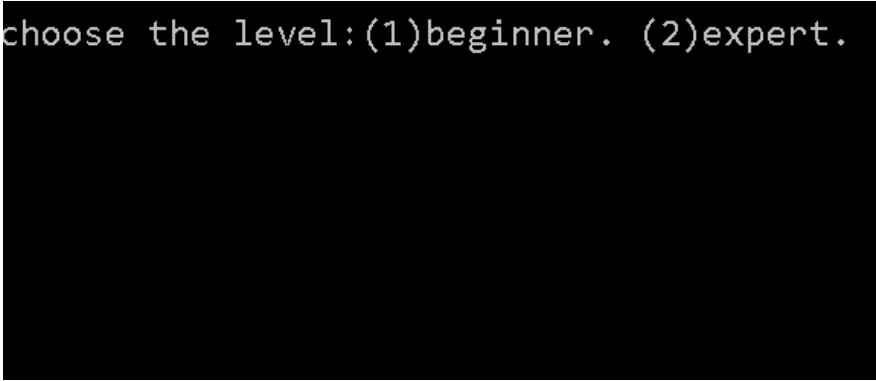 For example we will choose 1 player.

  ```
  ■ E:\final_project6\bin\Debug\final_project6.exe
  (1)Start.        (2)load saved game.        (3)Top10
  1
  Mode:
  (1)player.
  (2)players.
  ```

- **Step(3):**

  Enter number (1) for beginner level.

  Enter number (2) for expert level.

  For example we will choose expert level.

  ```
  choose the level:(1)beginner. (2)expert.
  ```

- **Step(4):**

    - Enter number (1) for start new game level.
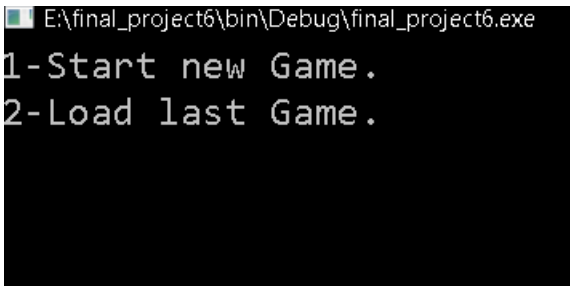   - Enter number (2) for load last game level,(if you forget to save it and close)

  -Once , you shut down the game and forget to save it, It will be saved automatically so you can choose number (2) if you want to continue that game.(Bonus)

  for example we will choose number (1)

  ```
  E:\final_project6\bin\Debug\final_project6.exe
  1-Start new Game.
  2-Load last Game.
  ```

• Step(5):

Enter playe A name .

In computer mode it will not ask you for player B name because player B will be CPU.

We will enter player A "Mohamed" for example.

```
Enter player A Name:
Mohamed
```

• Step(6):

Enter number(1) for continue play on.

Enter number(2) for save this game.

Enter number(3) for make UNDO step.

Enter number(4) for make REDO step.

For example we will choose number (1) to continue play.

```
Enter player A Name:
Mohamed
Time : 0
  0 1 2 3 4 5 6 7 8 9 10
0 .   .   .   .   .   .
1
2 .   .   .   .   .   .
3
4 .   .   .   .   .   .
5
6 .   .   .   .   .   .
7
8 .   .   .   .   .   .
9
10 .   .   .   .   .   .
Mohamed
player A turn
You want to: (1)continue.        (2)save this Game.      (3)Undo.        (4)Redo
```

It will ask you to enter number of row in the grid
and number of column. from(0:10)
For example we will enter number of row (0)
And number of column (1)

```
Time : 0
  0 1 2 3 4 5 6 7 8 9 10
0 .   .   .   .   .   .
1
2 .   .   .   .   .   .
3
4 .   .   .   .   .   .
5
6 .   .   .   .   .   .
7
8 .   .   .   .   .   .
9
10 .   .   .   .   .   .
Mohamed
player A turn
You want to: (1)continue.        (2)save this Game.        (3)Undo.        (4)Redo
1
enter number of row:
0
enter number of column:
1_
```

SO as you see this red line in this grid,

It's location is row number 0 and column number 1

```
E:\final_project6\bin\Debug\final_project6.exe
Time :minutes: 10, seconds: 34
  0 1 2 3 4 5 6 7 8 9 10
0 . _ .   .   .   .   .
1
2 .   .   .   .   .   .
3
4 .   .   .   .   .   .
5
6 .   .   .   .   .   .
7
8 .   .   .   .   .   .
9
10 .   .   .   .   .   .
player A score=0  ,player B score=0
CPU
player B turn
You want to: (1)continue.        (2)save this Game.        (3)Undo.        (4)Redo
```
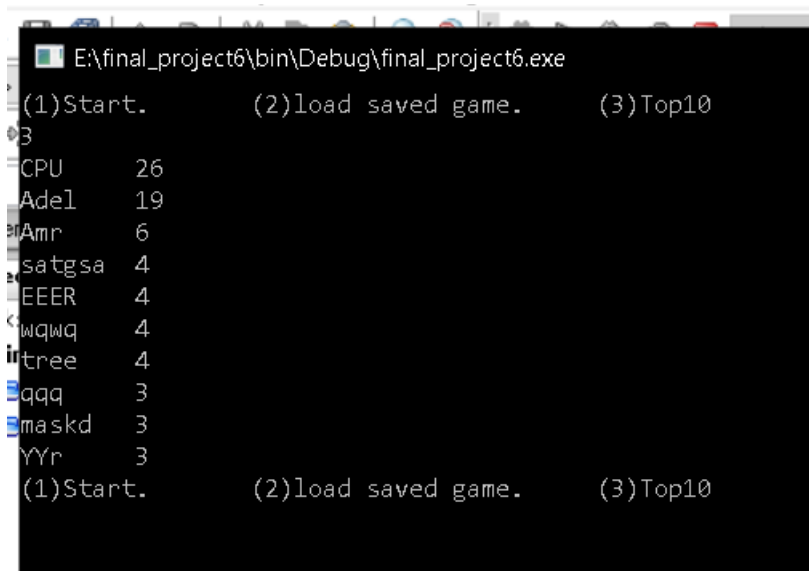
- **Step(8):**

In this computer mode second turn will be to computer, it will choose random line but first we will enter number (1) To continue play on.

As you see computer's line is colored with blue color.

```
Time :minutes: 11, seconds: 33
   0 1 2 3 4 5 6 7 8 9 10
0 . _ .   .   .   .   .
1 |
2 .   .   .   .   .   .
3
4 .   .   .   .   .   .
5
6 .   .   .   .   .   .
7
8 .   .   .   .   .   .
9
10 .   .   .   .   .   .
player A score=0  ,player B score=0
Mohamed
player A turn
You want to: (1)continue.      (2)save this Game.      (3)Undo.      (4)Redo
```

And you will press (1) to continue and it will be your turn and so on.

You can show top ten player by pressing (3) in first
Window of program.

```
E:\final_project6\bin\Debug\final_project6.exe
(1)Start.          (2)load saved game.      (3)Top10
3
CPU      26
Adel     19
Amr      6
satgsa   4
EEER     4
wqwq     4
tree     4
qqq      3
maskd    3
YYr      3
(1)Start.          (2)load saved game.      (3)Top10
```

Comment:

Load last game in step (4)

Is a bonus part.

If you shut down the program and forget to save the current game it will be saved automatically and you can continue playe it by entering number (2) in step (4) to load last

start

Print (1)start
(2)load.(3)Top

Enter(start)

start=2　　start=1　　start=3

Load saved
game

print
choose
level

Display
top ten

Enter:Y

Y=1　　Y=2

Print
1player or
2player

```
                    Enter:cpu

         Cpu=1                        Cpu=2

    Enter player A              Enter player A
        name                        name

                                Enter player B
                                    name

                    Enter
                  row&column

                  Row&column
                    =true

              A[i][j]=104or95
```