Assignment 10: Tic Tac Toe Game Analyzer

EC602 Design by Software

Fall 2021

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1 Introduction

1.1 Assignment Goals

The assignment goals are to help you learn about

- game logic
- \bullet data structures and vectors
- error handling

• software reuse

1.2 Group Size

The maximum group size is 3 students.

1.3 Due Date

This assignment is due Dec 3 at 11:59 ET.

1.4 Assignment Value

This assignment is worth 7 points.

Style counts for 20% of the grade.

1.5 Submission Link

You can submit here: ttt hw10 submit link

2 Background

2.1 Rules of Tic Tac Toe

Player x and player o alternately place their symbols on a 3x3 board, starting with x. The first player to get three symbols in a straight line (vertical, diagonal, or horizontal) wins, and the game is over. If all nine squares are full and no player has three symbols in a row, the game ends in a tie.

3 Tic Tac Toe Analyser

Summary: write functions for analysing the game of tic-tac-toe inside a C++ program called tttanalyzer.cpp, and make a tally of all possible games.

3.1 String-representation tttresult

Write a function with the following signature:

```
char tttresult(string tttboard);
```

The string tttboard has nine characters representing the current situation in a game of tic tac toe:

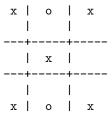
- x represents x
 o represents o
- # represents an unplayed space

The first three characters are the top row, the next three the middle row, and the last three are the bottom row.

So the line:

xox#x#xox

represents the board



The program should classify the board as one of the following:

- t: tie game and no spaces left
- x: valid, x has won
- o: valid, o has won
- c: valid, game continues
- \bullet i: invalid
- e: error condition (bad shape of board, bad chars)

An invalid game board is one in which there was a rule violation. A game can be invalid for many reasons, such as too many winners, unbalanced number of x's and o's, etc.

Do not "anticipate" tie games: a game is considered a tie only if all the spaces are filled.

3.1.1 Examples

```
tttresult("xox#x#xox") returns i
```

It is invalid because x played 5 times and o only played 2 times.

tttresult("xoxoxoxox") returns x

3.2 Vector-representation tttresult

Write a function with the following signature:

```
char tttresult(vector<Move> board);
```

Each move is for either player x or player o, and records the row and column of the moves.

The row and column numbers are from 0 to 2.

The order of the Move objects inside the vector represents the order of the moves in a game.

The program should classify the board as one of the following:

- t: tie game and no spaces left
- x: valid, x has won
- o: valid, o has won
- c: valid, game continues
- i: invalid

3.2.1 About The Move class

The new class Move is defined as follows:

```
struct Move {
    int r;
    int c;
    char player;
};
```

The structure Move is defined in the file movedef.h which must be included in your code using

```
#include "movedef.h"
```

3.2.2 Example code using Move:

Here is some example code using the new data structure Move:

```
#include "movedef.h"

int main() {
    vector<Move> moves;
    bool error;
    char result;

    Move m; // make a move
    m.r = 0; // fill the data
    m.c = 1;
    m.player = 'x';

    moves.push_back(m); // put the move on the vector representing the board.

    result = tttresult(moves); // returns 'c'
    result = tttresult("##xxxoo#"); // returns 'x'
    result = tttresult("xxxoooHI!"); // returns 'e'
}
```

3.3 Function get_all_boards

Write a function get_all_boards which generates all 3⁹ possible tic-tac-toe boards.

The function signature is

```
vector<string> get_all_boards();
```

The vector should contain all possible tic-tac-toe boards. The order is not important.

3.4 Function ttt_tally

Write a function ttt_tally which prints a table of the five possible outcomes toxic and the frequency of that result for all 39 possible tic-tac-toe boards.

```
void ttt_tally();
```

The output should look like

- x 2213
- o 1234
- t 1234
- i 4524
- c 12313

except that the numbers should be the real numbers calculated by analyzing all the boards.

The order is irrelevant: you can print out the table in any order.

You should use get_all_boards and tttresult to generate the tally.

just before your declaration of `main()` so that I can properly check it.

Restrictions

You may include the following libraries but no others:

- <iostream>
- <string>
- <array>
- <vector>
- <map>
- "movedef.h"

Program structure

Your program will be tested as follows:

```
- cpplint and astyle will be run on it.
- it will be compiled and run, to check for the proper tallies
- the following line and everything after it
// MAIN
will be replaced by my own `main()`, which will check the proper operation of
the functions defined above.
## Example starting file
Here is an example starting file: [tttanalyzer_original.cpp] (tttanalyzer_original.cpp)
# Hints and suggestions
## Using `map`
You can use `map` to make the tally. Here is some partial code to illustrate:
```cpp
string keys ="xotic";
map <char,int> tally;
for each board: // this is pseudo-code, not C++
 result = tttresult(board);
 tally[result] += 1;
3.5
 All the boards
What are all the ttt boards?
Here are the first few:
########
#######
#######x
######o#
######00
######ox
XXXXXXXX
Compare this pattern to the 3-digit binary numbers:
000
001
010
011
```

100

101

110

111

## 4 Downloads

#### 4.1 Move class

Download movedef.h which defines the Move class

### 4.2 Checker

The checker is now available: hw10\_ttt\_check.py

Run it in the devbox using:

python hw10\_ttt\_check.py

in the directory that has your program in it.

The current version number is 2.4

## 5 Grading Scheme

Out of 100 total points, the grade is determined as follows:

- 40 points for passing the specifications of tttresult(string)
- 20 points for passing the specifications of tttresult(vector)
- 15 points for passing the specifications of get\_all\_boards()
- 5 points for passing the specifications of ttt\_tally()
- 10 points for program brevity (lines + words, not counting comments)
- 5 points for astyle (% file unchanged by astyle)
- 5 points for cpplint, -1 deduction for each problem