using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace TictacToeGame

{

public partial class Form1 : Form

{

Boolean turn = true;

Boolean player1 = false;

Boolean player2 = false;

public Form1()

{

InitializeComponent();

}

private void declareWinner()

{

if(button1.Text=="X" && button2.Text=="X" && button3.Text == "X"|| button1.Text == "X" && button5.Text == "X" && button9.Text == "X"|| button1.Text == "X" && button4.Text == "X" && button7.Text == "X"|| button2.Text == "X" && button5.Text == "X" && button8.Text == "X"|| button3.Text == "X" && button6.Text == "X" && button9.Text == "X"|| button4.Text == "X" && button5.Text == "X" && button6.Text == "X"|| button7.Text == "X" && button8.Text == "X" && button9.Text == "X")

{

player1 = true;

}

if (button1.Text == "O" && button2.Text == "O" && button3.Text == "O" || button1.Text == "O" && button5.Text == "O" && button9.Text == "O" || button1.Text == "O" && button4.Text == "O" && button7.Text == "O" || button2.Text == "O" && button5.Text == "O" && button8.Text == "O" || button3.Text == "O" && button6.Text == "O" && button9.Text == "O" || button4.Text == "O" && button5.Text == "O" && button6.Text == "O" || button7.Text == "O" && button8.Text == "O" && button9.Text == "O")

{

player2 = true;

}

if (player1)

label1.Text = "Player1 Won";

if (player2)

label1.Text = "Player2 Won";

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void table\_Paint(object sender, PaintEventArgs e)

{

}

private void hardToolStripMenuItem\_Click(object sender, EventArgs e)

{

}

private void backgroundWorker1\_DoWork(object sender, DoWorkEventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

if (turn)

{

button1.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button1.Enabled = false;

declareWinner();

}

else

{

button1.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button1.Enabled = false;

declareWinner();

}

}

private void button2\_Click(object sender, EventArgs e)

{

if (turn)

{

button2.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button2.Enabled = false;

declareWinner();

}

else

{

button2.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button2.Enabled = false;

declareWinner();

}

}

private void button3\_Click(object sender, EventArgs e)

{

if (turn)

{

button3.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button3.Enabled = false;

declareWinner();

}

else

{

button3.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button3.Enabled = false;

declareWinner();

}

}

private void button4\_Click(object sender, EventArgs e)

{

if (turn)

{

button4.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button4.Enabled = false;

declareWinner();

}

else

{

button4.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button4.Enabled = false;

declareWinner();

}

}

private void button5\_Click(object sender, EventArgs e)

{

if (turn)

{

button5.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button5.Enabled = false;

declareWinner();

}

else

{

button5.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button5.Enabled = false;

declareWinner();

}

}

private void button6\_Click(object sender, EventArgs e)

{

if (turn)

{

button6.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button6.Enabled = false;

declareWinner();

}

else

{

button6.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button6.Enabled = false;

declareWinner();

}

}

private void button7\_Click(object sender, EventArgs e)

{

if (turn)

{

button7.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button7.Enabled = false;

declareWinner();

}

else

{

button7.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button7.Enabled = false;

declareWinner();

}

}

private void button8\_Click(object sender, EventArgs e)

{

if (turn)

{

button8.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button8.Enabled = false;

declareWinner();

}

else

{

button8.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button8.Enabled = false;

declareWinner();

}

}

private void button9\_Click(object sender, EventArgs e)

{

if (turn)

{

button9.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button9.Enabled = false;

declareWinner();

}

else

{

button9.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button9.Enabled = false;

declareWinner();

}

}

private void btnStrt\_Click(object sender, EventArgs e)

{

Cross.BackColor = Color.LightSalmon;

turn = true;

btnStrt.Enabled = false;

}

private void button10\_Click(object sender, EventArgs e)

{

Button[] buttons = { button1, button2, button3, button4, button5, button6, button7, button8, button9 };

turn = true;

Cross.BackColor = Color.LightGray;

circle.BackColor = Color.LightGray;

foreach (Button but in buttons)

{

but.Text = "";

but.Enabled = true;

}

}

}

}

