```
char \ square[10] = \{ \ 'o', \ '1', \ '2', \ '3', \ '4', \ '5', \ '6', \ '7', \ '8', \ '9' \ \};
int checkwin();
void board();
int main()
int player = 1, i, choice;
char mark;
do
board();
player = (player % 2) ? 1 : 2;
printf(" Player %d, enter a number: ", player);
scanf("%d", &choice);
mark = (player == 1) ? 'X' : '0';
if (choice == 1 && square[1] == '1')
square[1] = mark;
else if (choice == 2 && square[2] == '2')
square[2] = mark;
else if (choice == 3 && square[3] == '3')
square[3] = mark;
else if (choice == 4 && square[4] == '4')
```

```
square[4] = mark;
else if (choice == 5 && square[5] == '5')
square[5] = mark;
else if (choice == 6 && square[6] == '6')
square[6] = mark;
else if (choice == 7 && square[7] == '7')
square[7] = mark;
else if (choice == 8 && square[8] == '8')
square[8] = mark;
else if (choice == 9 && square[9] == '9')
square[9] = mark;
else
printf(" Invalid move ");
player--;
getch();
}
i = checkwin();
player++;
while (i == - 1);
board();
if (i == 1)
printf(" ==>\aPlayer %d win ", --player);
```

```
printf(" ==>\aGame draw");
getch();
return 0;
int checkwin()
if (square[1] == square[2] && square[2] == square[3])
return 1;
else if (square[4] == square[5] && square[5] == square[6])
return 1;
else if (square[7] == square[8] && square[8] == square[9])
return 1;
else if (square[1] == square[4] && square[4] == square[7])
return 1;
else if (square[2] == square[5] && square[5] == square[8])
return 1;
else if (square[3] == square[6] && square[6] == square[9])
return 1;
else if (square[1] == square[5] && square[5] == square[9])
return 1;
else if (square[3] == square[5] && square[5] == square[7])
return 1;
```

else

```
square[4] != '4' && square[5] != '5' && square[6] != '6' && square[7]
!= '7' && square[8] != '8' && square[9] != '9')
return 0;
else
return - 1;
}
FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK
***********************************
void board()
system("cls");
printf("\t Tic Tac Toe");
printf(" Player 1 (X) - Player 2 (0)\n\);
printf("\t| | | \n");
printf("\t| %c | %c | %c |\n", square[1], square[2], square[3]);
printf("\t|____|\n");
printf("\t| | | \n");
```

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