

```
#include
<conio.h>
```

```
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' : 'O';
```

```
        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);
```

```
else  
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;
```


