Tic-Tac-Toe Program

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1. The game boundaries are drawn.
2. The shapes of the boundaries are a 3 by 3 grid.
3. The game pieces are placed in the middle of each cell in the grid.
4. The player is given the X game piece. The player with the X piece always goes first.
5. The player then chooses an empty cell in the game boundaries.
6. The program then chooses a strategic, but open cell to place an O piece.
7. The game continues by allowing the user to place a piece then allowing the program to place a piece until all spaces are filled OR either the player’s tokens create a vertical, horizontal, or diagonal line, or the program’s pieces create a vertical, horizontal, or diagonal line.
8. If all the spaces are filled and there is no winner and a rematch is necessary.