Pps mini project Tic tac toe Team sathvikmadnieni 06 Vishal Harinandanan 07

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Code-

```
#include <stdio.h>
#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])
```

}

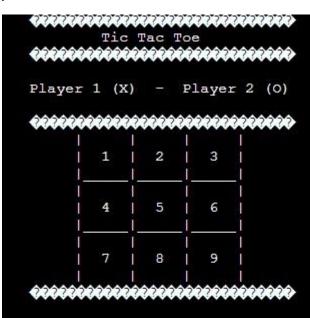
{

```
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;
  else if (square[1] != '1' && square[2] != '2' && square[3] != '3' &&
    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("\n\n
cd\xcd\xcd\xcd\n");
 printf("\t Tic Tac Toe");
 printf("\n
cd\xcd\xcd\xcd\n\n");
 printf("Player 1 (X) - Player 2 (O)\n\n");
 printf("
cd\xcd\xcd\xcd\n");
 printf("\t| | | \\n");
 printf("\t| %c | %c | %c |\n", square[1], square[2], square[3]);
 printf("\t|__|_|\n");
 printf("\t | | |\n");
 printf("\t| \%c | \%c | \%c | \n", square[4], square[5], square[6]);
 printf("\t|__|_|\n");
 printf("\t| | | \\n");
 printf("\t| %c | %c | %c |\n", square[7], square[8], square[9]);
 printf("\t| | |\n");
 printf("
```

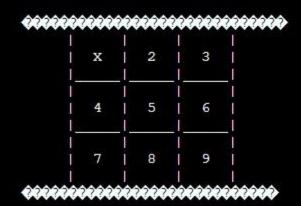
 $cd\xcd\xcd\xcd\n\n");$



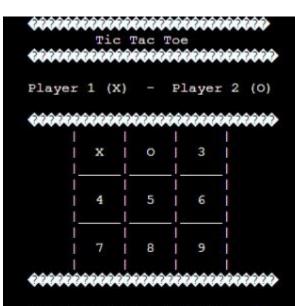
Player 1, enter a number: 1 sh: 1: cls: not found



Player 1 (X) - Player 2 (O)



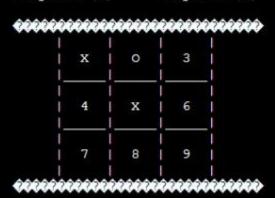
Player 2, enter a number: 2 sh: 1: cls: not found



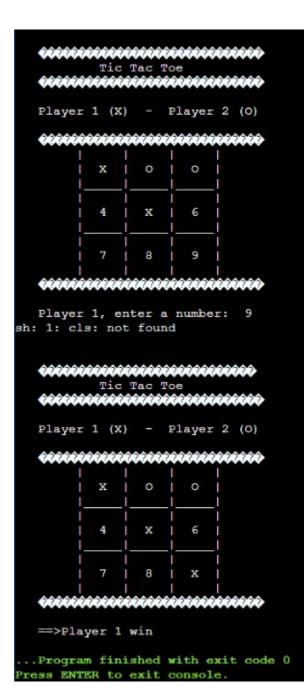
Player 1, enter a number: 5 sh: 1: cls: not found



Player 1 (X) - Player 2 (O)



Player 2, enter a number: 3 sh: 1: cls: not found



thank you