

Exercise 3 - TicTacToe

Exercise 3 highlights the use of arrays and functions. The project is a two person game of tic-tac-toe. Below is an IPO chart, which describes the input, output and purpose of each function.

[ref] http://back2basic.phatcode.net/?Issue_%231:IPO_Charts

main		
parameters	description	return
void	Game clock and design of the game. Controls turn based game flow. After each turn checks for 'Game Over' scenario.	int

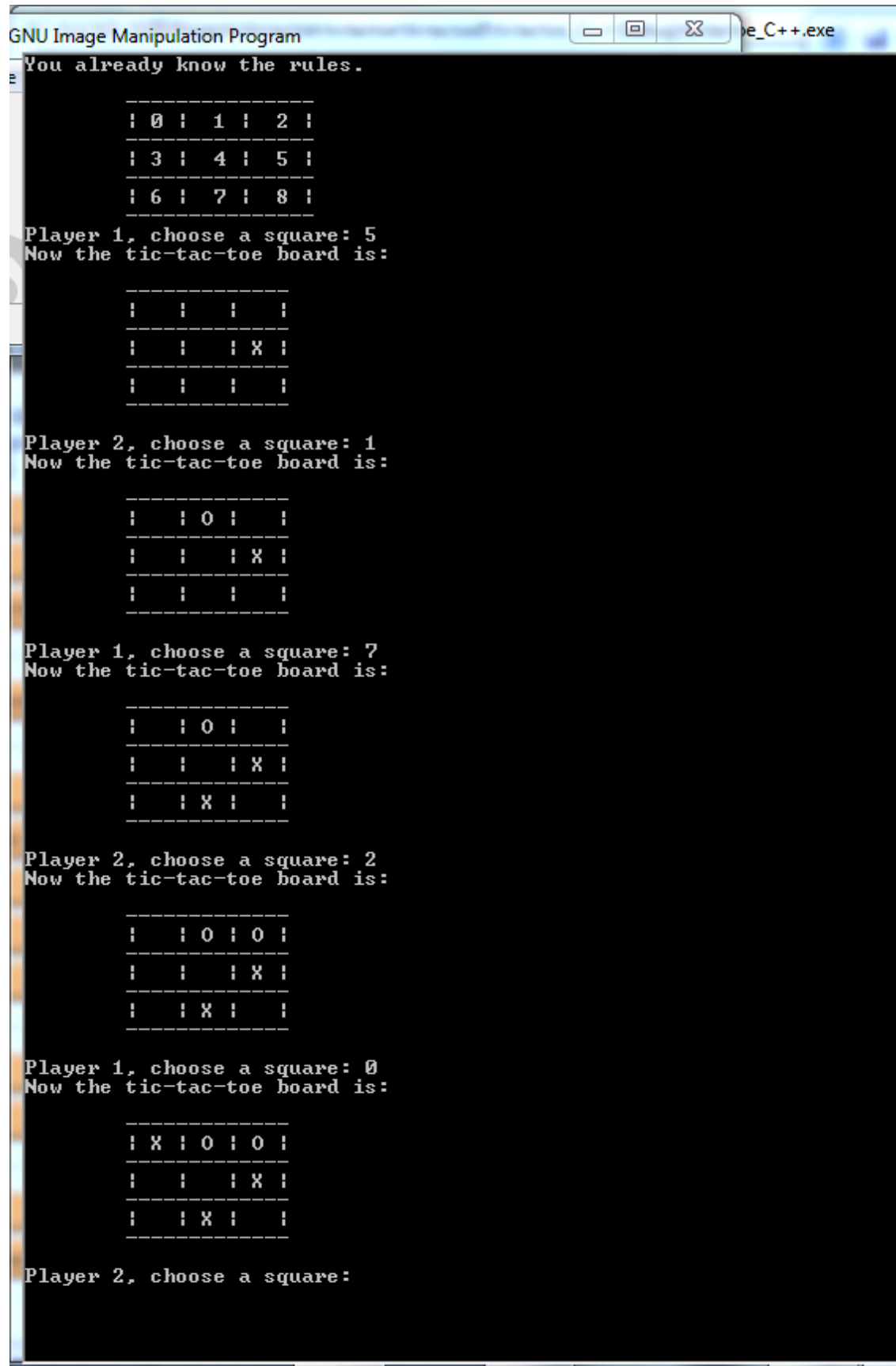
Instructions		
parameters	description	return
void	Display in the console the instructions.	void

isGameOver		
parameters	description	return
Game board	Checks for a winning combination of either 'X' of 'O'. Returns true if one exists.	boolean

chooseSquare		
parameters	description	return
Game board	Checks for another symbol in the board and lets the player know that position is unavailable If available, places the symbol in the array.	void
Current player		
choice		

showBoard		
parameters	description	return
void	Displays the current state of the game board.	void

Exercise 3 - TicTacToe



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GNU Image Manipulation Program
You already know the rules.

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| 0 | 1 | 2 |
| 3 | 4 | 5 |
| 6 | 7 | 8 |
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Player 1, choose a square: 5
Now the tic-tac-toe board is:

-----
|   |   |   |
|   |   | X |
|   |   |   |
-----

Player 2, choose a square: 1
Now the tic-tac-toe board is:

-----
|   | 0 |   |
|   |   | X |
|   |   |   |
-----

Player 1, choose a square: 7
Now the tic-tac-toe board is:

-----
|   | 0 |   |
|   |   | X |
|   | X |   |
-----

Player 2, choose a square: 2
Now the tic-tac-toe board is:

-----
|   | 0 | 0 |
|   |   | X |
|   | X |   |
-----

Player 1, choose a square: 0
Now the tic-tac-toe board is:

-----
| X | 0 | 0 |
|   |   | X |
|   | X |   |
-----

Player 2, choose a square:
```