

Mini Project

1 code in c language

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

char square[10] = { 'o', '1', '2', '3', '4', '5', '6', '7', '8', '9' };

int checkwin();
void board();
void win(int i,int player);
int playersel(int player);
int choicesel(int choice,int player);
int marksel(int player);
int main()
{
    int player, i, choice;
    player=playersel(player);
    char mark;
    do
    {
        board();
        player = (player % 2) ? 1 : 2;
        choice=choicesel(choice,player);

        mark=marksel(player);

        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();

    win(i,player);

    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;
}
void win(int i,int player){

    if (i == 1)
        printf("\aPlayer %d win ", —player);
    else
        printf("game over");
}

void board()
{
    system("cls");
    printf("\n\n\tTic Tac Toe\n\n");

    printf("Player 1 (X) — Player 2 (O)\n\n\n");

    printf("      |      |      \n");
    printf("  %c  |  %c  |  %c \n", square[1], square[2], square[3]);

    printf(" --|_|--\n");
    printf("      |      |      \n");

    printf("  %c  |  %c  |  %c \n", square[4], square[5], square[6]);

    printf(" --|_|--\n");
    printf("      |      |      \n");

    printf("  %c  |  %c  |  %c \n", square[7], square[8], square[9]);

    printf("      |      |      \n\n");
}
int playersel(int player){
    printf("enter player attempt no.");
    scanf("%d",&player);
    player = (player % 2) ? 1 : 2;
    return player;
}
int choicesel(int choice,int player){

```

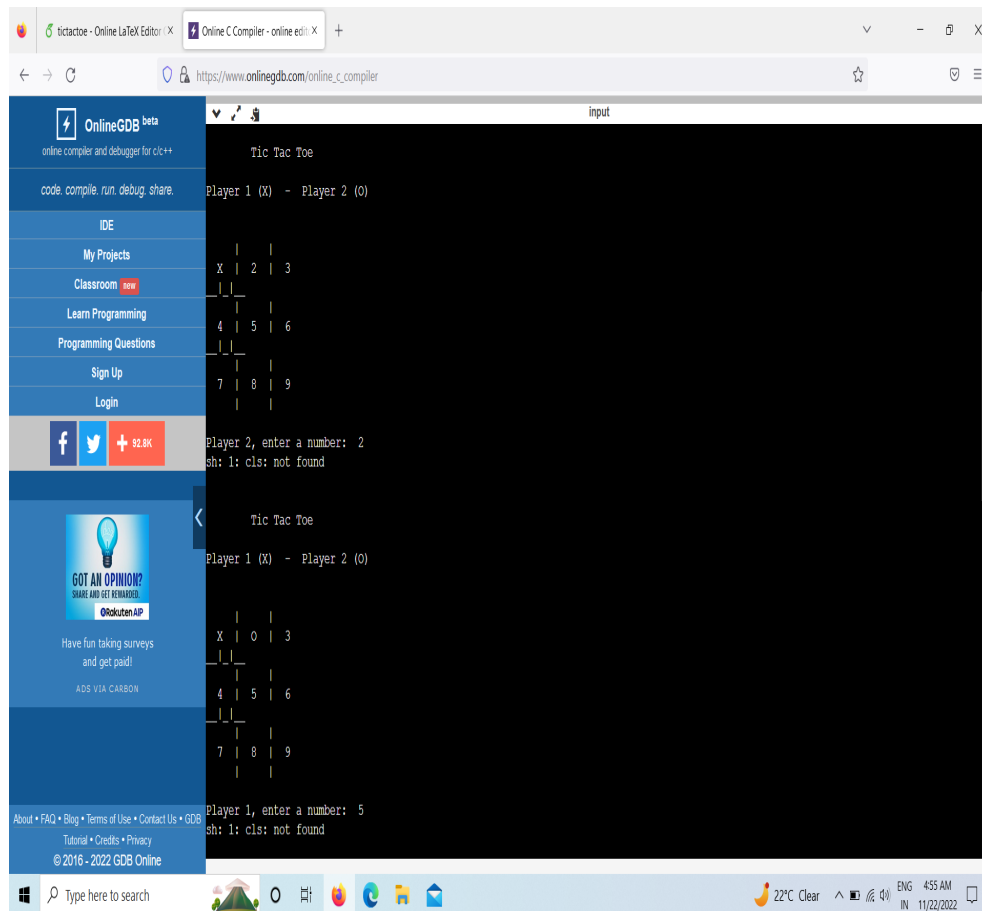



Figure 2: c code output 2

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

Tic Tac Toe

Player 1 (X) - Player 2 (O)

X | O | 
_|_|_
4 | X | 6
_|_|_
7 | 8 | 9
_|_|_

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

Tic Tac Toe

Player 1 (X) - Player 2 (O)

X | O | 
_|_|_
4 | X | 6
_|_|_
7 | 8 | 9
_|_|_

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```

Figure 3: c code output 3

The screenshot displays a web browser window with the URL `https://www.onlinegdb.com/online_c_compiler`. The page features a sidebar on the left with the "OnlineGDB beta" logo and navigation links: "IDE", "My Projects", "Classroom", "Learn Programming", "Programming Questions", "Sign Up", and "Login". Below these are social media icons for Facebook, Twitter, and a "Like" button with a count of 82.8K. A promotional banner for "GOT AN OPINION?" is also visible. The main area contains a C program for a Tic Tac Toe game. The code defines a 3x3 board and a function to check for a win. The terminal output shows the game state after Player 1's move, indicating a win for Player 1.

```
Tic Tac Toe
Player 1 (X) - Player 2 (O)

  |  | 
X |  | 
  |  | 
  |  | 
4 | X | 6
  |  | 
  |  | 
7 | 8 | 9
  |  | 

Player 1, enter a number: 9
sh: 1: cls: not found

Tic Tac Toe
Player 1 (X) - Player 2 (O)

  |  | 
X |  | 
  |  | 
  |  | 
4 | X | 6
  |  | 
  |  | 
7 | 8 | X
  |  | 

==>Player 1 win

...Program finished with exit code 0
Press ENTER to exit console.
```

Figure 4: c code output 4