**Requirements:**

1. Design and implement a TicTacToe game in C++.
2. The board shall be a 3x3 grid of horizontal and vertical lines.
3. The user will play first as “X” and selects location by row and column.
4. The game plays by placing an “O” in a cell randomly.
5. The game evaluates if a player has won at the completion of every move.
6. The game determines if all available cells are filled at the completion of each move.
   1. If all cells are filled and no one has won, the game will be a “Draw”.

**Design:**

*User Interface*

The user interface will be through the standard I/O. Outputs will be printed to command line via “cout” and inputs will be obtained with either “cin” or getline.

*Modules*

drawBoard() – No input. Draws the current board in the command line.

bool recordMove(int row, int col, char mark) – Takes an input. Determines if move is a valid move.

bool isValidMove(int row, int col) – Checks if move can be performed.

moveRandom(int &row, int &col) – No input. Needs to be checked against isValidMove().

bool isWinner(char mark) – determines whether a player’s last move caused him to win.

bool isDraw() – Determines whether the game is a draw.

Source Code: