**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 current board.

moveRandom(int &row, int &col) – No input.

isMoveValid(const int row, const int col) – Evaluates whether the move is a valid move.

recordMove(int row, int column, char mark) – Marks the cell either X for player or O for game.

isWinner() – Determines if a player or game has won.

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

Source Code: