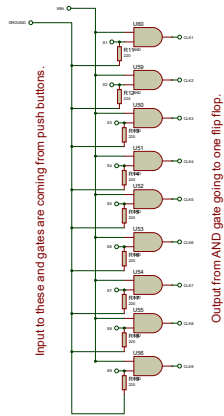


disable buttons if someone win.

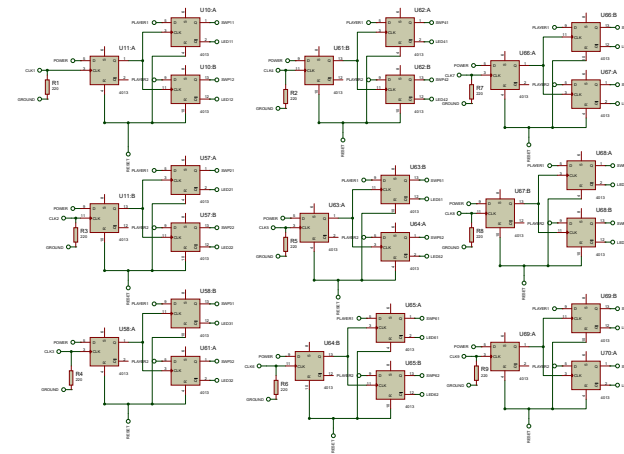
Input to these and gates are coming from push buttons.

Output from AND gate going to one flip flop.



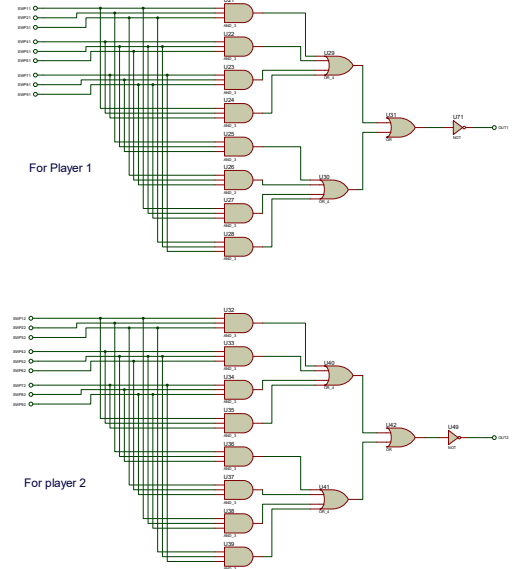
Storage unit D- flipflop

Input to flipflops are coming from Input condition block's AND gates.
Output from flipflops are going to LED block, Condition checker and Odd and even turn detector block.
Main function of these flip flop is to record which button is pressed by which player.



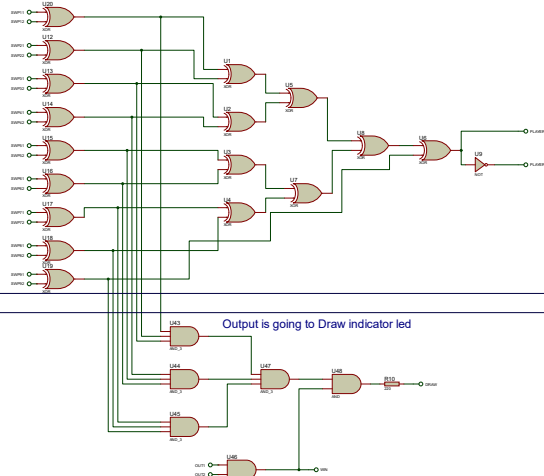
Condition Checker

In this stage condition checker will check if any player is winning or not. Input are coming from flip flop and output is going to Win indicator led.



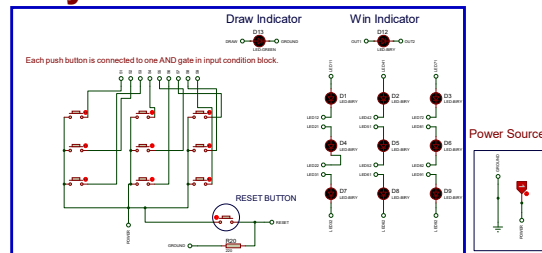
Odd and even turn Detector

Input are coming from Flip flop and output is going back to flip flop.



Draw Detector

Play



Press any button corresponding to any 9 position to start with the game.

TIC TAC TOE GAME

Mini Project

Prasant Singh	1235
Vikram Singh	1258
Katyani Singh	1221
Rohit Kumar Singh	1245
Sawthang Rai	1249

Note: We used connector () to virtually connect things in this project, to increase the neatness of the circuit. Connector with same name are virtually connected with each other.