

```

$ ./spiral
Enter size: 7
*****
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*****_*
*---*-*
*_**-*
*-----*
*****

$ ./spiral
Enter size: 9
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*_*****-*
*-----*
*****

$ ./spiral
Enter size: 17
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*_*-----*
*****

```

As usual autotest is available to test your program.

```
$ 1911 autotest lab04 spiral
```

(Optional) Challenge Exercise 4: Noughts and Crosses Move

Now make a copy of your `tttCheck.c` and name it `tttMove.c` that instead of printing out "There are no winners" prompts the user to make a move. You must read in the players move, check that the move is valid and then print out the updated board. You can assume that it is Noughts turn. A valid move is two integers between 0 and 2 inclusive that represent a row and column on the board that is currently empty.