

Tic-Tac-Toe: Two-Player Game Using 2D Arrays

Project Report for ISS (Introduction to Software Systems)

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Abstract

This project presents a complete implementation and study of a two-player Tic-Tac-Toe game using 2D arrays. The report covers the problem statement, objectives, tools, algorithm, flowcharts, program code (in Python and C), test cases, sample runs, results, conclusion, and references. The implementation focuses on array manipulation, board display, win/draw detection, and user interaction.

Section 1: See canvas document for full content.

Detailed content (algorithms, code listings, explanations, flowcharts, test cases, sample runs, and references) is available in the canvas document 'Tic-Tac-Toe Project (2D Arrays) - Full Report'.

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