

## Tic-Tak-Toe

### Description:

This program on TIC TAC TOE GAME is a simple text base game.

This program is without graphics to focus on logic used in game.

Two players can play this game.

### Details:

- The game is played on a grid that is 3 squares by 3 squares.
- You are X, another player is O.
- Players take turns putting their marks in **numbered** squares.
- The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
- When all 9 squares are full, the game is over.

DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK.

### Hint:

- Define array to store 3x3 grid numbers from 1-9
- Use `system("clear");` to refresh the grid every turn

### Program interface and input/output sample:

The image consists of four screenshots of a Tic-Tac-Toe game interface. The top-left screenshot shows the 'HOME SCREEN' with a 3x3 grid numbered 1 to 9. The top-right screenshot shows the game after Player 1 entered '2' and Player 2 entered '3'. The bottom-left screenshot shows Player 1's board after moves, with annotations about strategizing a victory. The bottom-right screenshot shows the final winning board with annotations about Player 1's win.

**Top Left (Home Screen):**  
Tic Tac Toe  
Player 1 (X) - Player 2 (O)  
HOME SCREEN

1	2	3
4	5	6
7	8	9

Player 1, enter a number:

**Top Right (After Player 1 enters 2):**  
Tic Tac Toe  
Player 1 (X) - Player 2 (O)  
Player 1 entered 2, thus the cell was replaced/mark with X

1	X	O
4		6
7		9

Player 2 entered 3, thus the cell was replaced/mark with O

Player 1, enter a number:

**Bottom Left (After Player 2 enters 3):**  
Tic Tac Toe  
Player 1 (X) - Player 2 (O)

1	X	O
4	X	6
7	O	9

Player 1, enter a number:

**Bottom Right (Winning Board):**  
Tic Tac Toe  
Player 1 (X) - Player 2 (O)

X	X	O
O	X	6
7	O	X

Eventually, player 1 was able to strategize a diagonal win, which is one of the ways to win this game.  
Unfortunately, player 2 did not see that potential victory for player 1 and was outmatched!  
=>Player 1 win

...Program finished with exit code 0  
Press ENTER to exit console.

**Annotations:**  
- Top right: 'Player 1 entered 2, thus the cell was replaced/mark with X'  
- Top right: 'Player 2 entered 3, thus the cell was replaced/mark with O'  
- Bottom left: 'Player 1, enter a number: '  
- Bottom right: 'Eventually, player 1 was able to strategize a diagonal win, which is one of the ways to win this game.'  
- Bottom right: 'Unfortunately, player 2 did not see that potential victory for player 1 and was outmatched!<br>=>Player 1 win'  
- Bottom right: '...Program finished with exit code 0<br>Press ENTER to exit console.'