

# 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:

```
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: █

Tic Tac Toe
Player 1 (X) - Player 2 (O)
 1 | X |  |
--|---|
 4 | 5 | 6 |
--|---|
 7 | 8 | 9 |
Player 1, enter a number: █

Tic Tac Toe
Player 1 (X) - Player 2 (O)
 1 | X |  |
--|---|
 4 | X | 6 |
--|---|
 7 | O | 9 |
Player 1, enter a number: █

Tic Tac Toe
Player 1 (X) - Player 2 (O)
 1 | X |  |
--|---|
 4 | X | 6 |
--|---|
 7 | O | X |
==>Player 1 win

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

Player 1 strategized that enter 5 in the 2nd round would allow for a victory if they flipped cell 8 as well, since it would be a "down" row streak of "X".

However, player 2 saw the potential victory for player 1 and immediately decided to flip cell 8 on the 2nd round before the 3rd round, thus blocking that potential victory for player 1

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!