```cpp
#include <iostream>

using namespace std;

char square[10] = {'o','1','2','3','4','5','6','7','8','9'};


int checkwin();

void board();


int main()

{

        int player = 1,i,choice;

        char mark;

        do

{

        board();

        if(player % 2)

        player = 1;

        else

        player = 2;

        cout <<"Player "<< player <<", enter a number: "; cin >> choice;

        if(player == 1)

        {

                mark = 'X';

        }

        else

        {

                mark = 'O';

        }


if (choice == 1&& square[1] == '1')
```

```cpp
square[1]= mark;
else if(choice == 2&& square[2]== '2')
square[2] =mark;

else if(choice==3&& square[3]=='3')
square[3] =mark;
else if (choice== 4 && square[4] == '4')
square[4] =mark;
else if (choice== 5 && square[5] == '5')
square[5] =mark;
else if (choice== 6 && square[6] == '6')
square[6] =mark;
else if (choice== 7 && square[7] == '7')
square[7] =mark;
else if (choice== 8 && square[8] == '8')
square[8] =mark;
else if (choice== 9 && square[9] == '9')
square[9] =mark;
else
{

cout<<"Invalid move because u entered an invalid number ";


player--;
cin.ignore();
cin.get();

}
```

```cpp
i=checkwin();

player++;


}while(i==-1);


board();

if(i==1)

cout<<"==>\aPlayer "<<--player<<" win ";


else


cout<<"==>\aGame draw";

cin.ignore();

cin.get();


return 0;


}



void board()

{

        system("cls");

        cout<<"\n=========================";

        cout <<"\n\tTic Tac Toe\n";

        cout<<"\n=========================\n";


        cout <<"Player 1 (X) - Player 2 (O)"<< endl << endl;
```

```cpp
        cout << endl;

        cout << "          |    |   "<<endl;
        cout << " "<< square[1] <<"|"<< square[2] <<"|"<< square[3] << endl;

        cout << "_____|_____|_____"<<endl;
        cout << "_____|_____|_____"<<endl;

        cout << " "<< square[4] <<"|"<< square[5] <<"|"<< square[6] << endl;

        cout << "_____|_____|_____"<<endl;
        cout << "_____|_____|_____"<<endl;

        cout <<" "<< square[7] <<"|"<< square[8] <<"|"<< square[9] << endl;
        cout << "          |     |        "<<endl << endl;
}

int checkwin()

{

if (square[1] == square[2] && square[2] == square[3])
return 1;

else if (square[4] == square[5] && square[5] == square[6])
return 1;

else if (square[7] == square[8] && square[8] == square[9])
return 1;
```

```
else if (square[1] == square[4] && square[4] == square[7])

return 1;


else if (square[2] == square[5] && square[5] == square[8])

return 1;


else if (square[3] == square[6] && square[6] == square[9])

return 1;


else if (square[1] == square[5] && square[5] == square[9])

return 1;


else if (square[3] == square[5] && square[5] == square[7])


return 1;


else if (square[1] != '1'&& square[2] != '2'&& square[3] != '3'

                        &&square[4] != '4'&& square[5] != '5'&& square[6] != '6'

                        &&square[7] != '7'&& square[8] != '8'&& square[9] != '9')


return 0;


else


return -1 ;



}
```