A PROJECT ON "TIC TAC TOE"

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OUTLINES

- INRODUCTION
- OBJECTIVES
- FEATURES
- WORKFLOW
- RESULT (OUTCOMES)
- CONCLUSION

INTRODUCTION

- 3X3 pencil game for two players.
- Placing three respective marks in a horizontal, vertical or diagonal row wins the game.
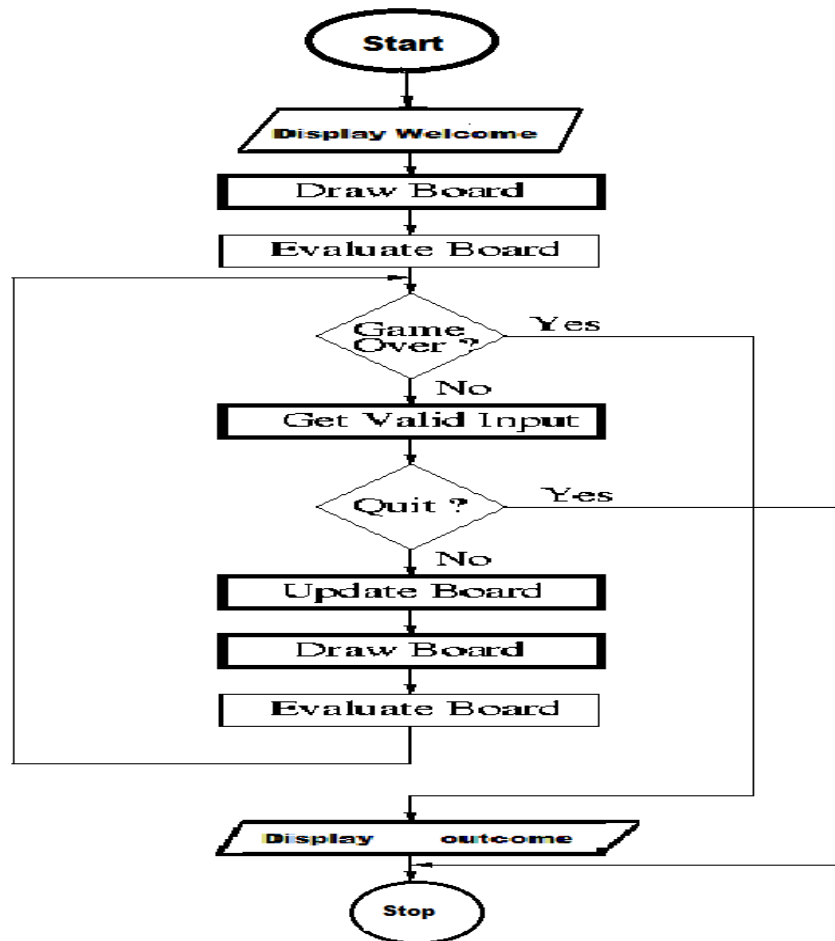- The game ends when three in a row is obtained.

OBJECTIVES

- To use various commands & function of C-language.
- To provide fun & entertainment.
- To be more friendly working in C-language.

FEATURES

- Strategic games
- Compatible in any windows os computer
- Multiplayer

WORKFLOW

GAMEPLAY

- There are two players and 3X3 grid.
- The grid is full with numeric character from 1 to 9 with respective rows and columns.
- Each player marks its X and 0's by replacing the numeric character in a sequence order.
- The objective of the game is to win (3 markers in a row, column or diagonally).
- The match either ends in win or draw.

RESULTS


```
 \,.WELCOME
     TO

         TO

      THE GAME

     TIC_TAC_TOE

                    Press any key to continue . . .
```

```
1 ¦ 2 ¦ 3
---+---+---
4 ¦ 5 ¦ 6
---+---+---
7 ¦ 8 ¦ 9
Player 1, please enter the number of the square where you want to place your X:
```

```
 1 ¦ 2 ¦ 3
---+---+---
 4 ¦ 5 ¦ 6
---+---+---
 7 ¦ 8 ¦ 9
Player 1, please enter the number of the square where you want to place your X:
1
```

```
 X ¦ 2 ¦ 3
---+---+---
 4 ¦ 5 ¦ 6
---+---+---
 7 ¦ 8 ¦ 9
Player 2, please enter the number of the square where you want to place your O:
```

```
 X ¦ O ¦ 3
---+---+---
 4 ¦ 5 ¦ 6
---+---+---
 7 ¦ 8 ¦ 9
Player 1, please enter the number of the square where you want to place your X:
```

```
X | O | X
--+--+--
X | O | O
--+--+--
O | X | X

How boring, it is a draw
```

```
X ¦ O ¦ 3
--+--+--
X ¦ O ¦ 6
--+--+--
X ¦ 8 ¦ 9
```

Congratulations, player 1, YOU ARE THE WINNER!

CONCLUSION

We expect to:

- learn about C-programming.

- Create Application.

- Provide fun

THANK

YOU