

# **A Project on TICTACTOE**

## **Using C Program**



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# INTRODUCTION

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C has not loss its importance and popularity in software industry, In spite of recent development of several new high development languages and environments. It has an excellent support of high level and low level functionality, which makes its suitable for many applications. The inheriting flexibility and tolerance of this language, at times, makes its suitable for different development environments.

Hence using a C language, a simple application has been prepared. The Tic-tac-toe is a pencil game for two players, X and O, who takes turns marking the spaces in a 3X3 grid player. The player who succeeds in 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

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

# METHODOLOGY

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## A. For project

- I. Write algorithm and flowchart of the main program.
- II. Start coding of the program.
- III. Debug and check errors of the program.

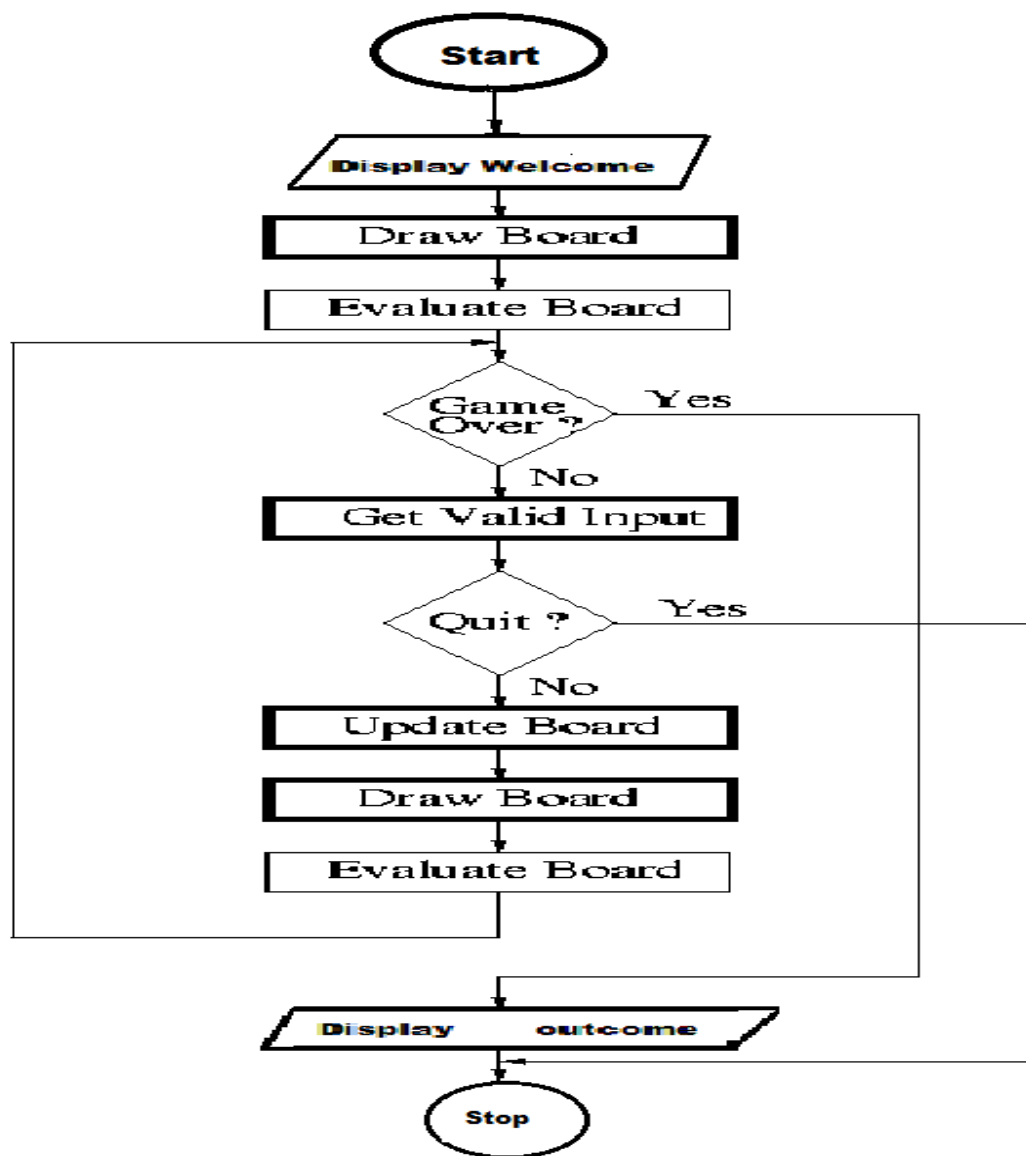
## B. For game play

In this program, there are two players and 3X3 grid. Initially the grid is full with numeric character from 1 to 9 with respective rows and columns. Each player marks its X and O'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.

# FEATURES

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- a. Strategic games
- b. Compatible in any computer
- c. Multiplayer



**Fig: Flow chart of the program**

# CONCLUSION

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Hence using various loops, functions, operators, various commands of c-language, a simple multiplayer application 'Tic-Tac-Toe' has been prepared.