Tic-Tac-Toe

Code:

```
import java.util.*;
public class TicTacToe {
    static String[] board;
  static String turn;
  static String checkWinner()
    for (int a = 0; a < 8; a++) {
       String line = null;
       switch (a) {
       case 0:
         line = board[0] + board[1] + board[2];
         break;
       case 1:
         line = board[3] + board[4] + board[5];
         break;
       case 2:
         line = board[6] + board[7] + board[8];
         break;
       case 3:
         line = board[0] + board[3] + board[6];
         break;
       case 4:
         line = board[1] + board[4] + board[7];
         break;
       case 5:
         line = board[2] + board[5] + board[8];
         break;
       case 6:
         line = board[0] + board[4] + board[8];
         break;
       case 7:
         line = board[2] + board[4] + board[6];
         break;
       //For X winner
       if (line.equals("XXX")) {
         return "X";
       }
```

```
// For O winner
    else if (line.equals("OOO")) {
      return "O";
    }
  }
  for (int a = 0; a < 9; a++) {
    if (Arrays.asList(board).contains(
        String.valueOf(a + 1))) {
      break;
    }
    else if (a == 8) {
      return "draw";
    }
  }
 // To enter the X Or O at the exact place on board.
  System.out.println("\n" + turn + "'s turn; ");
     System.out.print("enter a slot number to place " + turn + " in:");
  return null;
}
// To print out the board.
/* |---|---|
 |1|2|3|
 |-----|
 |4|5|6|
 |-----|
 |7|8|9|
 |---|*/
static void printBoard()
  System.out.println("|---|---|");
  System.out.println("| " + board[0] + " | "
            + board[1] + " | " + board[2]
            +"|");
  System.out.println("|-----|");
  System.out.println(" | " + board[3] + " | "
            + board[4] + " | " + board[5]
            +"|");
  System.out.println("|-----|");
  System.out.println("| " + board[6] + " | "
            + board[7] + " | " + board[8]
            +"|");
  System.out.println("|---|---|");
}
```

```
public static void main(String[] args)
  Scanner in = new Scanner(System.in);
  board = new String[9];
  turn = "X";
  String winner = null;
  for (int a = 0; a < 9; a++) {
    board[a] = String.valueOf(a + 1);
  }
  System.out.println("\n\nWelcome to 3x3 Tic Tac Toe.");
      System.out.println("");
  printBoard();
  System.out.print(
    "\n\n X will play first. Enter a slot number to place X in:");
  while (winner == null) {
    int numInput;
          try {
      numInput = in.nextInt();
      if (!(numInput > 0 && numInput <= 9)) {
         System.out.print(
           "Invalid input; re-enter slot number:");
         continue;
      }
    }
    catch (InputMismatchException e) {
      System.out.print(
         "Invalid input; re-enter slot number:");
      continue;
    }
    // This game has two player x and O.
    // Here is the logic to decide the turn.
    if (board[numInput - 1].equals(
         String.valueOf(numInput))) {
      board[numInput - 1] = turn;
      if (turn.equals("X")) {
         turn = "O";
      }
      else {
         turn = "X";
```

```
printBoard();
         winner = checkWinner();
      }
      else {
         System.out.print(
           "Slot already taken; re-enter slot number:");
      }
    }
    // If no one win or lose from both player x and O.
    // then here is the logic to print "draw".
    if (winner.equalsIgnoreCase("draw")) {
      System.out.println(
         "It's a draw! Thanks for playing.");
    }
    // For winner -to display Congratulations! message.
      System.out.println(
         "Congratulations! " + winner
         + "'s have won! Thanks for playing.");
    }
   in.close();
  }
}
```

Output:

```
Welcome to 3x3 Tic Tac Toe.

|---|---|---|
| 1 | 2 | 3 |
|------|
| 4 | 5 | 6 |
|------|
| 7 | 8 | 9 |
|---|---|

X will play first. Enter a slot number to place X in:1
```

```
X will play first. Enter a slot number to place X in:1
 X | 2 | 3
0's turn;
enter a slot number to place 0 in:2
X's turn;
enter a slot number to place X in:3
 7 | 8 | 9
0's turn;
enter a slot number to place 0 in:4
X's turn;
enter a slot number to place X in:5
```

7 | 8 | 9

```
0's turn;
enter a slot number to place 0 in:6
|---|---|
| X | 0 | X |
|-------|
| 0 | X | 0 |
|------|
| 7 | 8 | 9 |
|---|---|

X's turn;
enter a slot number to place X in:7
|---|---|
| X | 0 | X |
|-------|
| 0 | X | 0 |
|-------|
| X | 8 | 9 |
|---|---|
| X | 8 | 9 |
|---|---|
Congratulations! X's have won! Thanks for playing.
```

