

VaultofCodes

# TIC-TAC-TOE



Java™

By :

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# INTRODUCTION



- This Project will be the stress buster game which will be the best mind gamer with simple X and O.
- We are well fond of the game **Tic~Tac~Toe**.
- Overall working of the game will be done with inbuilt packages of java.
- Lets unfasten the Project of this stress Buster



# WORKING



- This will be processed by two bisected halves of the operations.
- The only halves are the procedures with the two people playing the game.
- The major part of this project will work with the crucial inputs of the User.
- Total Working of game will be strong enough by the inbuilt packages and user-defined Methods.
- Lets Discover to the portions of working.



- The glance over the inputs of the user may change the output of the code at next step
- User will be predicting the output as per his/her view, but the project is damn sure towards the output as per the conditions of the game.

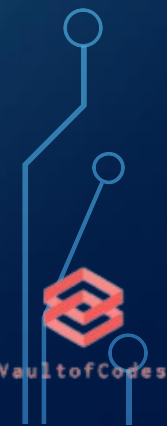


- The 3\*3 Matrix which intakes 9 inputs of X/O.
- Inputs will be taken by presenting digits 1~9 at 9 places over the game pattern to the gamer.

# USES



- While coming to the aspect “ how worthy the concept is ? “ we need to stick to working of the project of as per user input at every single step.
- Best stress Buster.
- While coming to the uses, the best use of this game will be the Stress Buster feature.
- Lets fetch to the use of present project which works with the intelligence aptitude of the players.





# ADVANTAGES & DISADVANTAGES



- While getting into the Pros and Cons of TicTacToe.
- The best program to overcome the drawback of gaming with java.
- All the uses of this program will be reflected to the advantages of project TIC~TAC~TOE.
- The main advantage of my program tic~tac~toe is the stress busting feature of it.



- The moment focusing to the cons of this game, the only drawback of this will be the only working of this game BG.
- We need to only focus to the Back Ground how the game works over the terminal or the command prompt.
- It totally depend upon the compiler we use to compile and run the code.
- There's no compulsion or a mandatory situation of using a game background that should be out of the compiler or terminal and work over the different visual effects.

# FUTURE SCOPE



- While surfing to the search engine for the best gaming language, every surfer searches for C++, Python, etc.
- Why don't java be a Best gaming language ?
- When one focuses to the scope of java in gaming, this can be a example for gaming with java.
- Let's start with the a Minute example of our java example and create the Milestones of Java Programming in GAMING.







- The future scope of this is to introduce java to the world of gaming.
- This project will be a scope into the generation of gaming for its unique working with the JDK.
- Let's focus to the aspect why the this is so important.
- The main feature of it will be the working nature with the simplest libraries and the inbuilt packages.
- Jst the commands of if else and the switch case will enable it to succeed to the end of the game.



*Tic-Tac-Toe*



**Java**

*Gaming with java*

*Thank You*