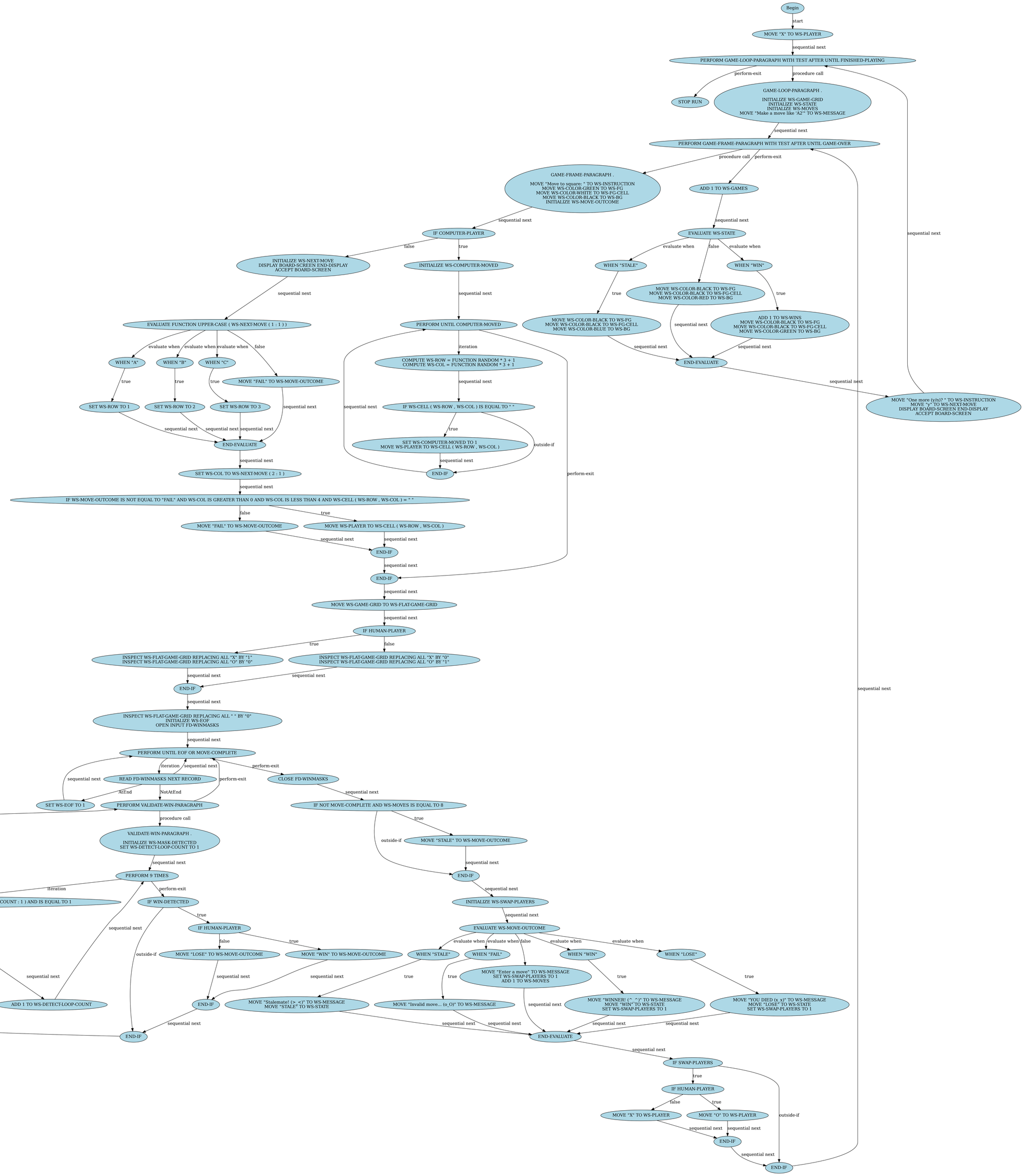
Begin
start
MOVE "X" TO WS-PLAYER
sequential next
PERFORM GAME-LOOP-PARAGRAPH WITH TEST AFTER UNTIL FINISHED-PLAYING
perform-exit
procedure call
STOP RUN
GAME-LOOP-PARAGRAPH .
INITIALIZE WS-GAME-GRID
INITIALIZE WS-STATE
INITIALIZE WS-MOVES
MOVE "Make a move like 'A2'" TO WS-MESSAGE
sequential next
PERFORM GAME-FRAME-PARAGRAPH WITH TEST AFTER UNTIL GAME-OVER
procedure call
perform-exit
GAME-FRAME-PARAGRAPH .
MOVE "Move to square: " TO WS-INSTRUCTION
MOVE WS-COLOR-GREEN TO WS-FG
MOVE WS-COLOR-WHITE TO WS-FG-CELL
MOVE WS-COLOR-BLACK TO WS-BG
INITIALIZE WS-MOVE-OUTCOME
ADD 1 TO WS-GAMES
sequential next
IF COMPUTER-PLAYER
false
true
INITIALIZE WS-NEXT-MOVE
DISPLAY BOARD-SCREEN END-DISPLAY
ACCEPT BOARD-SCREEN
INITIALIZE WS-COMPUTER-MOVED
sequential next
EVALUATE FUNCTION UPPER-CASE (WS-NEXT-MOVE (1 : 1))
evaluate when
evaluate when
evaluate when
false
WHEN "A"
WHEN "B"
WHEN "C"
MOVE "FAIL" TO WS-MOVE-OUTCOME
true
true
true
SET WS-ROW TO 1
SET WS-ROW TO 2
SET WS-ROW TO 3
sequential next
sequential next
sequential next
sequential next
END-EVALUATE
sequential next
SET WS-COL TO WS-NEXT-MOVE (2 : 1)
sequential next
IF WS-MOVE-OUTCOME IS NOT EQUAL TO "FAIL" AND WS-COL IS GREATER THAN 0 AND WS-COL IS LESS THAN 4 AND WS-CELL (WS-ROW , WS-COL) = " "
false
true
MOVE "FAIL" TO WS-MOVE-OUTCOME
MOVE WS-PLAYER TO WS-CELL (WS-ROW , WS-COL)
sequential next
sequential next
END-IF
sequential next
END-IF
sequential next
MOVE WS-GAME-GRID TO WS-FLAT-GAME-GRID
sequential next
IF HUMAN-PLAYER
true
false
INSPECT WS-FLAT-GAME-GRID REPLACING ALL "X" BY "1"
INSPECT WS-FLAT-GAME-GRID REPLACING ALL "O" BY "0"
INSPECT WS-FLAT-GAME-GRID REPLACING ALL "X" BY "0"
INSPECT WS-FLAT-GAME-GRID REPLACING ALL "O" BY "1"
sequential next
sequential next
END-IF
sequential next
INSPECT WS-FLAT-GAME-GRID REPLACING ALL " " BY "0"
INITIALIZE WS-EOF
OPEN INPUT FD-WINMASKS
sequential next
PERFORM UNTIL EOF OR MOVE-COMPLETE
iteration
sequential next
perform-exit
sequential next
READ FD-WINMASKS NEXT RECORD
perform-exit
CLOSE FD-WINMASKS
AtEnd
NotAtEnd
SET WS-EOF TO 1
PERFORM VALIDATE-WIN-PARAGRAPH
sequential next
IF NOT MOVE-COMPLETE AND WS-MOVES IS EQUAL TO 8
procedure call
true
VALIDATE-WIN-PARAGRAPH .
INITIALIZE WS-MASK-DETECTED
SET WS-DETECT-LOOP-COUNT TO 1
outside-if
MOVE "STALE" TO WS-MOVE-OUTCOME
sequential next
sequential next
END-IF
PERFORM 9 TIMES
sequential next
iteration
perform-exit
IF FD-WINMASK (WS-DETECT-LOOP-COUNT : 1) IS EQUAL TO WS-FLAT-GAME-GRID (WS-DETECT-LOOP-COUNT : 1) AND IS EQUAL TO 1
IF WIN-DETECTED
sequential next
true
true
ADD 1 TO WS-MASK-DETECTED
outside-if
outside-if
IF HUMAN-PLAYER
sequential next
END-IF
false
true
MOVE "LOSE" TO WS-MOVE-OUTCOME
MOVE "WIN" TO WS-MOVE-OUTCOME
sequential next
sequential next
sequential next
ADD 1 TO WS-DETECT-LOOP-COUNT
END-IF
sequential next
END-IF
sequential next
EVALUATE WS-STATE
evaluate when
false
evaluate when
WHEN "STALE"
WHEN "WIN"
true
true
MOVE WS-COLOR-BLACK TO WS-FG
MOVE WS-COLOR-BLACK TO WS-FG-CELL
MOVE WS-COLOR-RED TO WS-BG
MOVE WS-COLOR-BLACK TO WS-FG
MOVE WS-COLOR-BLACK TO WS-FG-CELL
MOVE WS-COLOR-BLUE TO WS-BG
ADD 1 TO WS-WINS
MOVE WS-COLOR-BLACK TO WS-FG
MOVE WS-COLOR-BLACK TO WS-FG-CELL
MOVE WS-COLOR-GREEN TO WS-BG
sequential next
sequential next
sequential next
sequential next
END-EVALUATE
sequential next
MOVE "One more (y/n)? " TO WS-INSTRUCTION
MOVE "y" TO WS-NEXT-MOVE
DISPLAY BOARD-SCREEN END-DISPLAY
ACCEPT BOARD-SCREEN
sequential next
PERFORM UNTIL COMPUTER-MOVED
iteration
perform-exit
COMPUTE WS-ROW = FUNCTION RANDOM * 3 + 1
COMPUTE WS-COL = FUNCTION RANDOM * 3 + 1
sequential next
sequential next
IF WS-CELL (WS-ROW , WS-COL) IS EQUAL TO " "
true
outside-if
SET WS-COMPUTER-MOVED TO 1
MOVE WS-PLAYER TO WS-CELL (WS-ROW , WS-COL)
sequential next
END-IF
INITIALIZE WS-SWAP-PLAYERS
sequential next
EVALUATE WS-MOVE-OUTCOME
evaluate when
evaluate when
false
evaluate when
evaluate when
WHEN "STALE"
WHEN "FAIL"
WHEN "WIN"
WHEN "LOSE"
true
true
true
true
MOVE "Stalemate! (> <)" TO WS-MESSAGE
MOVE "STALE" TO WS-STATE
MOVE "Invalid move... (o_O)" TO WS-MESSAGE
MOVE "Enter a move" TO WS-MESSAGE
SET WS-SWAP-PLAYERS TO 1
ADD 1 TO WS-MOVES
MOVE "WINNER! (^_^)" TO WS-MESSAGE
MOVE "WIN" TO WS-STATE
SET WS-SWAP-PLAYERS TO 1
MOVE "YOU DIED (x_x)" TO WS-MESSAGE
MOVE "LOSE" TO WS-STATE
SET WS-SWAP-PLAYERS TO 1
sequential next
sequential next
sequential next
sequential next
sequential next
sequential next
END-EVALUATE
sequential next
IF SWAP-PLAYERS
true
outside-if
IF HUMAN-PLAYER
false
true
MOVE "X" TO WS-PLAYER
MOVE "O" TO WS-PLAYER
sequential next
sequential next
END-IF
sequential next
END-IF
sequential next