**Tic-Tac-Toe**

This is a simple Tic-Tac-Toe game implemented in Java using \*\*Swing\*\* for the graphical user interface (GUI). The game supports two players who take turns playing as "X" and "O" on a 3x3 grid.

**Features**

- 3x3 grid-based gameplay.

- Player vs. Player mode (X vs O).

- Win detection for rows, columns, and diagonals.

- Displays the winner or declares a tie.

- Reset button to start a new game.

**How to Run**

1. Make sure you have \*\*Java Development Kit (JDK)\*\* installed.

2. Compile the Java file:

```bash

javac TicTacToe.java

1. Run the compiled applet:

bash

Copy code

appletviewer TicTacToe.java

**Project Structure**

* **TicTacToe.java**: Main file containing the logic for the game and the user interface.

**Technologies Used**

* **Java**
* **Swing (JButton, JPanel, etc.)** for the GUI.
* **JOptionPane** for displaying winner/tie messages.

**The following is a visual representation of the tic tac toe game that shows the output and a screenshot**









