**TIC-TACK-TOE GAME**

A PROJECT REPORT

*Submitted by,*

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ABSTRACT

In this project we have created the game Tic tac toe using python and used the tkinter library module from python to create the game’s GUI.

Tic tac toe Python is a two-player game played on the 3X3 grid between two players. Each player chooses between X and O and the first player starts to draw the X on the space on the grid followed alternatively by the other until a player successfully marks a streak on the grid else if all spaces are filled the game is set to draw.

SOURCE CODE

from tkinter import\*

import tkinter.messagebox

window=Tk()

window.title("Tic Tac Toe")

p1=StringVar()

p2=StringVar()

label=Label(window,text="Player 1:",font=("Times 20 bold"),bg="white",fg="black",width=8,height=1,bd=4).grid(row=1,column=0)

label=Label(window,text="Player 2:",font=("Times 20 bold"),bg="white",fg="black",width=8,height=1,bd=4).grid(row=2,column=0)

player1=Entry(window,textvariable=p1,bd=5).grid(row=1,column=1,columnspan=8)

player2=Entry(window,textvariable=p2,bd=5).grid(row=2,column=1,columnspan=8)

bclick = True

flag = 0

def disableButton():

button1.configure(state=DISABLED)

button2.configure(state=DISABLED)

button3.configure(state=DISABLED)

button4.configure(state=DISABLED)

button5.configure(state=DISABLED)

button6.configure(state=DISABLED)

button7.configure(state=DISABLED)

button8.configure(state=DISABLED)

button9.configure(state=DISABLED)

def checker(buttons):

global bclick,flag,player2\_name,player1\_name,playerb,pa

if buttons["text"] == " " and bclick == True:

buttons["text"] = "X"

bclick = False

playerb = p2.get() + " Wins!"

pa = p1.get() + " Wins!"

checkForWin()

flag += 1

elif buttons["text"] == " " and bclick == False:

buttons["text"] = "O"

bclick = True

checkForWin()

flag += 1

else:

tkinter.messagebox.showinfo("Tic-Tac-Toe", "Button already Clicked!")

def checkForWin():

if (button1['text'] == 'X' and button2['text'] == 'X' and button3['text'] == 'X' or

button4['text'] == 'X' and button5['text'] == 'X' and button6['text'] == 'X' or

button7['text'] =='X' and button8['text'] == 'X' and button9['text'] == 'X' or

button1['text'] == 'X' and button5['text'] == 'X' and button9['text'] == 'X' or

button3['text'] == 'X' and button5['text'] == 'X' and button7['text'] == 'X' or

button1['text'] == 'X' and button2['text'] == 'X' and button3['text'] == 'X' or

button1['text'] == 'X' and button4['text'] == 'X' and button7['text'] == 'X' or

button2['text'] == 'X' and button5['text'] == 'X' and button8['text'] == 'X' or

button7['text'] == 'X' and button6['text'] == 'X' and button9['text'] == 'X'):

disableButton()

tkinter.messagebox.showinfo("Tic-Tac-Toe", pa)

elif(flag == 8):

tkinter.messagebox.showinfo("Tic-Tac-Toe", "It is a Tie")

elif (button1['text'] == 'O' and button2['text'] == 'O' and button3['text'] == 'O' or

button4['text'] == 'O' and button5['text'] == 'O' and button6['text'] == 'O' or

button7['text'] == 'O' and button8['text'] == 'O' and button9['text'] == 'O' or

button1['text'] == 'O' and button5['text'] == 'O' and button9['text'] == 'O' or

button3['text'] == 'O' and button5['text'] == 'O' and button7['text'] == 'O' or

button1['text'] == 'O' and button2['text'] == 'O' and button3['text'] == 'O' or

button1['text'] == 'O' and button4['text'] == 'O' and button7['text'] == 'O' or

button2['text'] == 'O' and button5['text'] == 'O' and button8['text'] == 'O' or

button7['text'] == 'O' and button6['text'] == 'O' and button9['text'] == 'O'):

disableButton()

tkinter.messagebox.showinfo("Tic-Tac-Toe", playerb)

buttons=StringVar()

global button1,button2,button3,button4,button5,button6,button7,button8,button9

button1=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button1))

button2=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button2))

button3=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button3))

button4=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button4))

button5=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button5))

button6=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button6))

button7=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button7))

button8=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button8))

button9=Button(window,text=" ",font=("Times 20 bold"),fg="white",bg="grey",height=4,width=8,command=lambda:checker(button9))

button1.grid(row=3, column=0)

button2.grid(row=3, column=1)

button3.grid(row=3, column=2)

button4.grid(row=4, column=0)

button5.grid(row=4, column=1)

button6.grid(row=4, column=2)

button7.grid(row=5, column=0)

button8.grid(row=5, column=1)

button9.grid(row=5, column=2)

window.mainloop()

SCREENSHOTS





