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@SuellenMiranda # Tracks / ABAP / Exercises / State of Tic-Tac-Toe Public Profile ✓ You've completed State of Tic-Tac-Toe. Your Journey Settings State of Tic-Tac-Toe **⋄** Sign out Completed Medium Overview Your iterations 1 (a) Community Solutions Code Review (i) Iteration 1 Latest Submitted via Editor, 23 minutes against 1 • Passed Analysis Tests CLASS zcl\_state\_of\_tic\_tac\_toe DEFINITION PUBLIC FINAL CREATE PUBLIC. ALL TESTS PASSED player\_type TYPE c LENGTH 1,
"! E.g., ( ( `XOO` ) ( `X ` ) ( ` X` ) ) 28 tests passed 🗸 board\_type TYPE TABLE OF string INITIAL SIZE 3. PASSED Test 1
FINISHED\_GAME\_WHERE\_X\_WON\_V\_1 CONSTANTS:

BEGIN OF player\_enum, one TYPE player\_type VALUE 'X',
two TYPE player\_type VALUE 'O', • PASSED Test 2 FINISHED\_GAME\_WHERE\_X\_WON\_V\_2 END OF player\_enum,
BEGIN OF state\_enum, PASSED FINISHED\_GAME\_WHERE\_X\_WON\_V\_3 ongoing\_game TYPE string VALUE `Ongoing game`,
draw TYPE string VALUE `Draw`,
win TYPE string VALUE `Win`,
END OF state\_enum. • PASSED Test 4
FINISHED\_GAME\_WHERE\_O\_WON\_V\_1 PASSED Test 5
FINISHED\_GAME\_WHERE\_O\_WON\_V\_2 "! @raising cx\_parameter\_invalid | Board is invalid METHODS get\_state IMPORTING board TYPE board\_type
RETURNING VALUE(result) TYPE string PASSED Test 6
FINISHED\_GAME\_WHERE\_O\_WON\_V\_3 RAISING cx\_parameter\_invalid. • PASSED Test 7
FINISHED\_GAME\_WHERE\_X\_WON\_V\_4 PROTECTED SECTION.

TYPES sums TYPE STANDARD TABLE OF 1 WITH EMPTY KEY. • PASSED Test 8
FINISHED\_GAME\_WHERE\_X\_WON\_V\_6 METHODS value\_at\_position IMPORTING x TYPE i
y TYPE i
field TYPE string
RETURNING VALUE(result) TYPE i. • PASSED Test 9
FINISHED\_GAME\_WHERE\_X\_WON\_V\_7 METHODS value\_of\_player

IMPORTING player TYPE player\_type PASSED Test 10
FINISHED\_GAME\_WHERE\_O\_WON\_V\_4 RETURNING VALUE(result) TYPE i. Test 11
FINISHED\_GAME\_WHERE\_O\_WON\_V\_5 39 ENDCLASS. PASSED Test 12
FINISHED\_GAME\_WHERE\_O\_WON\_V\_6 43 CLASS zcl\_state\_of\_tic\_tac\_toe IMPLEMENTATION. • PASSED Test 13
FINISHED\_GAME\_WHERE\_X\_WON\_V\_8 METHOD get\_state.

DATA(field) = concat\_lines\_of( board ). FOR a = 1 UNTIL a > 3PASSED Test 14
FINISHED\_GAME\_WHERE\_X\_WON\_V\_9 ( REDUCE #(INIT s1 = 0 FOR b = 1 UNTIL b > 3 NEXT s1 += value\_at\_position(  $x = a \ y = b$  ( REDUCE #(INIT s2 = 0 FOR c = 1 UNTIL c > 3 NEXT s2 += value\_at\_position(  $x = c \ y = a$ • PASSED Test 15
FINISHED\_GAME\_WHERE\_O\_WON\_V\_7 sums = VALUE #( BASE sums ( REDUCE #( INIT s3 = 0 FOR d = 1 UNTIL d > 3 NEXT s3 += value\_at\_position( x = d y = d ( REDUCE #( INIT s4 = 0 FOR e = 1 UNTIL e > 3 NEXT s4 += value\_at\_position( x = 4 - e y PASSED Test 16
 FINISHED\_GAME\_WHERE\_O\_WON\_V\_8 DATA(player\_one\_wins) = REDUCE #( INIT s5 = 0 FOR one\_sum IN sums WHERE ( table\_line = 3 ) DATA(player\_two\_wins) = REDUCE #( INIT s6 = 0 FOR two\_sum IN sums WHERE ( table\_line = -3 ) PASSED Test 17
 FINISHED\_GAME\_WHERE\_X\_WON\_V\_10 DATA(two\_turns) = count( val = field sub = player\_enum-two ). PASSED FINISHED\_GAME\_WHERE\_X\_WON\_V\_11 IF player\_one\_wins > 0 AND player\_two\_wins > 0 OR one\_turns - two\_turns < 0 OR two\_turns - one\_turns < -1. RAISE EXCEPTION TYPE cx parameter invalid. • PASSED Test 20
ANOTHER\_DRAW WHEN player\_one\_wins + player\_two\_wins > 0 THEN state\_enum-win WHEN count( val = field sub = ` ` ) = 0 THEN state\_enum-draw PASSED Test 21
 ONGOING\_GAME\_ONE\_MOVE\_IN ELSE state\_enum-ongoing\_game 70 ). 71 ENDMETHOD. • PASSED Test 22
ONGOING\_GAME\_TWO\_MOVES\_IN 73 METHOD value\_at\_position. 74 DATA(offset) = (x - 1) + (y - 1) \* 3. • PASSED Test 23
ONGOING\_GAME\_FIVE\_MOVES\_IN 75 result = value\_of\_player( |{ field+offset(1) }| ). • PASSED Test 24
INVALID\_BOARD\_X\_WENT\_TWICE 79 result = SWITCH #( player WHEN player enum-one THEN 1 WHEN player enum-two THEN -1 ). 81 ENDCLASS. • PASSED Test 25
INVALID\_BOARD\_O\_STARTED < PASSED Test 26
 INVALID\_BOARD • PASSED Test 27
INVALID\_BOARD\_X\_WON\_AND\_O\_KEPT Test 28

PASSED INVALID\_BOARD\_PLAYERS\_KEPT\_PLA < \_\_\_\_\_\_>