# ACKNOWLEDGEMENT

We express our sincere gratitude to our mini project guide, **Ms. Nitu L. Pariyal**, for her invaluable guidance throughout this project. Working with her has been a unique and enriching experience, and we extend our thanks for her support, suggestions, and the many insightful discussions.

We would also like to acknowledge **Dr. Mrs. A. M. Rajurkar**, Head of the Computer Science & Engineering Department at MGM’s College of Engineering, Nanded, for her encouragement and assistance.

We are deeply grateful to **Dr. Mrs. G. S. Lathkar**, Director of MGM's College of Engineering, Nanded, for providing the resources and support needed to carry out this project in Java, as well as for her kind guidance and inspiration. Lastly, we thank everyone who contributed, directly or indirectly, to the successful completion of this mini project.

With Deep Reverence,

Tanmay Gaidhani

**ABSTRACT**

**Tic-Tac-Toe Game**

The mini-project titled "**Tic-Tac-Toe Game in Java**" is about creating a two-player game on a simple 3x3 board. Players take turns placing their markers, either 'X' or 'O'. At the start, each player enters their name and selects a marker. The board is set up with numbered positions so players can easily choose where to place their markers. After each move, the game updates and shows the current state of the board.

To build this project, several key programming concepts are used. 2D arrays represent the game board, allowing for easy storage and access to each player's marker positions. Conditional statements check if a move is valid and determine if a player has won by forming a complete row, column, or diagonal. Loops control the flow of the game, letting players take turns until there's a winner or a draw. The Scanner class handles user input, allowing players to enter their names and make their moves. The project also uses functions to organize the code better, making it easier to read and maintain. Overall, this project showcases basic Java programming skills while creating a fun game experience.

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