

BACHELOR OF COMPUTER APPLICATION

R.D COLLEGE SHEIKHPURA

(A CONSTITUENT UNIT OF MUNGER UNIVERSITY)

MUNGER UNIVERSITY, MUNGER



GROUP-B

| | |
|--------------|-------------------------|
| SUBJECT | : VISUAL BASIC |
| SUBJECT CODE | : 405 |
| PROJECT NAME | : THE TIC-TAC-TOE(GAME) |
| SEMESTER | : 4 TH |
| SESSION | : 2021-2024 |



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UNDER THE GUIDENCE OF ANJANI SIR

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SUPERVISION

.....

EXTERNAL EXAMINER

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Apart from the efforts of my team, the success of any project depends largely on the encouragement and guidelines of many others we take this opportunity to express our gratitude to the people who have been instrumental in the successful completion of this Project:

we express deep sense of gratitude to almighty god for giving us strength, for the successful completion of the project.

we express our heartfelt gratitude to our parents for constant encouragement while carrying out this project.

We gratefully acknowledge the contribution of the individual who contributes in bringing this project up to this level, who continues to look after us despite our flaws.

who express our deep sense of gratitude to the luminary the principal, Dr Diwakar sir who has been continuously motivating and extending their helping hand to us.

we express our sincere thanks to our class teacher TP sir, Anjani sir, for constant encouragement and the guidance provided during this project. The guidance and support received from all the members who contributed and who are contributing to this project, was vital for the success of the project we are grateful for their constant support and help.

PREFACE

In the preparation of this project of TIC-TAC-TOE, we have precisely demarcated all the important point. we have made our best possible efforts to remove all the errors.

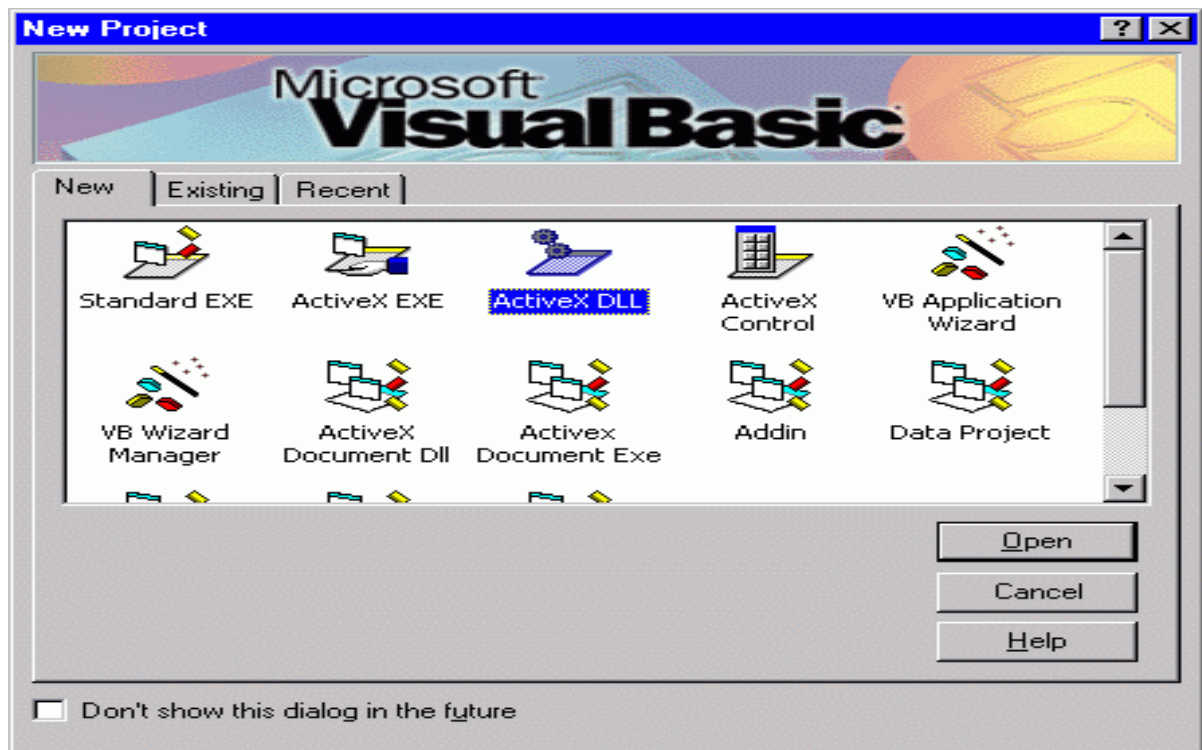
It is a greate pleasure for us to thanks all these valuable suggestions that have given to us by ANJANI SIR. We must thank and guidance as well as our parents, teachers who directed us to complete this project.

INTRODUCTION IN VISUAL BASIC

Visual Basic (VB) is an object-oriented language and development environment created by Microsoft in 1991. It has evolved from the earlier version of 'BASIC'

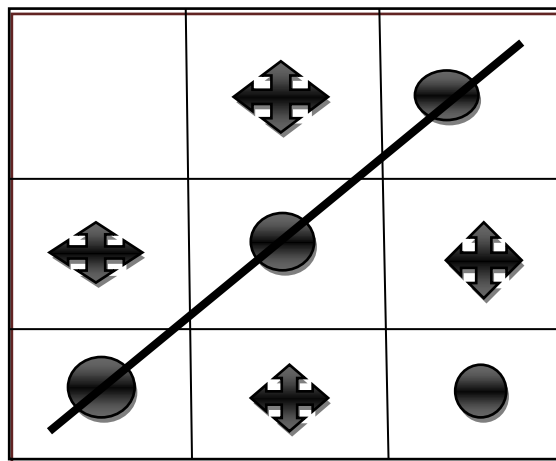
language, which stands for 'Beginners All-purpose Symbolic Instruction Code.'

Under the VB programming framework, software developers can use GUI-based features to alter sections of code by dragging and dropping objects. It allows programmers to define the behavior, function, and appearance of different objects by using graphical elements.



INTRODUCTION OF PROJECT

OUR PROJECT NAME IS TIC-TOC-TOE GAME.THIS GAME IS VERY POPULAR AND IS FAIRLY SIMPLE BY ITSELF.IF IS ACTUATLY A TWO PLAYER GAME IN THIS GAME ,THERE IS BOARD WHIT **3*3** SQUARE.



THE GOAL OF TIC-TAC-TOE IS TO BE ON OF THE PLAYER TO GET THREEVSAME SYMBOLS IN OR DIAGONALLY ON A **3*3** GRID.

OBJECTIVES

- ❖ The game is developed for full-time entertainment and enthusiasms. It teaches the Gamer to be alert at every situation because if the gamer is not fully alert, then that game will be lost.
- ❖ kids can also play of this game, because the design of the game is very simple.. controlling the game is very easy .
- ❖ This game Can also be played online with our friend while sitting at home.

- **ADVANTAGE OF TIC-TAC-TOE**

1. Teaches strategy skill.
2. Develop logical thinking.
3. Improves the ability to concentrate and focus.
4. Teaches good sport manship.
5. Sets the foundation for learring more complex games.

- **DISADVANTAGE**

It can get boring knowing that you are going to win every single time.

The game usually takes less than a minute to play.

CONCLUSION

Tic –tac-toe game is most familiar among all the age group. Intelligence can be a property of any purpose driven decision maker.this basic idea has been suggested many times. An algorithm of playing tic-tac-toe has been presented and tested that works in efficient way.overall the system work without any bugs.

In the source code window , the object displayed is form1 and the associated procedure is load.

DESIGN MAIN SCREEN



(fig:-DESIGN LOGIN PAGE)

Tic-Toc-Toe-Game

Tic Tac Toe Game

Developed using VB programming
Developed By : Group-B
Members of the Group
Chhotu Kumar - Team Leader,
Vivek Kumar, Soni Kumai, Moni Kumari, Swati Kumari

First Player Name

Second Player Name

(fig:- LOGIN TIME DESIGN PAGE)

SOURCE CODE

```
Imports TicToeGame.Stores
```

```
Public Class Form1
```

```
Public Property FirstPlayer As String
```

```
Public Property SecondPlayer As String
```

```
Private Sub Start_btn_Click(sender As Object, e As EventArgs) Handles Start_btn.Click
```

```
player1 = FirstPlayerName.Text
```

```
player2 = SecondPlayerName.Text
```

```
Me.Hide() GamePage.Show()
```

```
End Sub
```

```
Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load Me.StartPosition =  
FormStartPosition.CenterScreen
```

```
End Sub
```

```
End Class
```

```
Imports TicToeGame.Stores
```

```
Public Class GamePage
```

```
Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
```

```
Me.StartPosition = FormStartPosition.CenterScreen
```

```

Label1.Text = player1

Label3.Text = player2

End Sub

Dim checkForXorO As Boolean = False

Dim addOneToScore As Integer = 0

Sub ButtonsEnabledFalse()

    Button1.Enabled = False

    Button2.Enabled = False

    Button3.Enabled = False

    Button4.Enabled = False

    Button5.Enabled = False

    Button6.Enabled = False

    Button7.Enabled = False

    Button8.Enabled = False

    Button9.Enabled = False

End Sub

Sub CheckForWin()

    Dim tempScore As Integer = addOneToScore

    'Check win for player1

```

```
If Button1.Text = "X" And Button2.Text = "X" And Button3.Text = "X" Then
```

```
    Button1.BackColor = Color.Green
```

```
    Button2.BackColor = Color.Green
```

```
    Button3.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```

```
If Button4.Text = "X" And Button5.Text = "X" And Button6.Text = "X" Then
```

```
    Button4.BackColor = Color.Green
```

```
    Button5.BackColor = Color.Green
```

```
    Button6.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```



```
If Button7.Text = "X" And Button8.Text = "X" And Button9.Text = "X" Then
```

```
    Button7.BackColor = Color.Green
```

```
    Button8.BackColor = Color.Green
```

```
    Button9.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```

```
If Button1.Text = "X" And Button4.Text = "X" And Button7.Text = "X" Then
```

```
    Button1.BackColor = Color.Green
```

```
    Button4.BackColor = Color.Green
```

```
    Button7.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```

If Button2.Text = "X" And Button5.Text = "X" And Button8.Text = "X" Then

Button2.BackColor = Color.Green

Button5.BackColor = Color.Green

Button8.BackColor = Color.Green

MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

addOneToScore = Convert.ToInt64(PlayerA.Text)

PlayerA.Text = Convert.ToString(addOneToScore + 1)

ButtonsEnabledFalse()

End If

If Button9.Text = "X" And Button6.Text = "X" And Button3.Text = "X" Then

Button9.BackColor = Color.Green

Button6.BackColor = Color.Green

Button3.BackColor = Color.Green

MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

addOneToScore = Convert.ToInt64(PlayerA.Text)

PlayerA.Text = Convert.ToString(addOneToScore + 1)

ButtonsEnabledFalse()

End If

```
If Button7.Text = "X" And Button5.Text = "X" And Button3.Text = "X" Then
```

```
    Button7.BackColor = Color.Green
```

```
    Button5.BackColor = Color.Green
```

```
    Button3.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```

```
If Button1.Text = "X" And Button5.Text = "X" And Button9.Text = "X" Then
```

```
    Button1.BackColor = Color.Green
```

```
    Button5.BackColor = Color.Green
```

```
    Button9.BackColor = Color.Green
```

```
    MessageBox.Show("Winner is " + player1, "Tic-Toc-Toe Game", MessageBoxButtons.OK,  
    MessageBoxIcon.Information)
```

```
    addOneToScore = Convert.ToInt64(PlayerA.Text)
```

```
    PlayerA.Text = Convert.ToString(addOneToScore + 1)
```

```
    ButtonsEnabledFalse()
```

```
End If
```

'check win for player1 is complete

'Check win for player2

If Button1.Text = "O" And Button2.Text = "O" And Button3.Text = "O" Then

Button1.BackColor = Color.Green

Button2.BackColor = Color.Green

Button3.BackColor = Color.Green

MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

addOneToScore = Convert.ToInt64(PlayerB.Text)

PlayerB.Text = Convert.ToString(addOneToScore + 1)

ButtonsEnabledFalse()

End If

If Button4.Text = "O" And Button5.Text = "O" And Button6.Text = "O" Then

Button4.BackColor = Color.Green

Button5.BackColor = Color.Green

Button6.BackColor = Color.Green

MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

addOneToScore = Convert.ToInt64(PlayerB.Text)

PlayerB.Text = Convert.ToString(addOneToScore + 1)

```

ButtonsEnabledFalse()

End If

If Button7.Text = "O" And Button8.Text = "O" And Button9.Text = "O" Then

    Button7.BackColor = Color.Green

    Button8.BackColor = Color.Green

    Button9.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

    ButtonsEnabledFalse()

End If

If Button1.Text = "O" And Button4.Text = "O" And Button7.Text = "O" Then

    Button1.BackColor = Color.Green

    Button4.BackColor = Color.Green

    Button7.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

```

```

ButtonsEnabledFalse()

End If

If Button2.Text = "O" And Button5.Text = "O" And Button8.Text = "O" Then

    Button2.BackColor = Color.Green

    Button5.BackColor = Color.Green

    Button8.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

    ButtonsEnabledFalse()

End If

If Button9.Text = "O" And Button6.Text = "O" And Button3.Text = "O" Then

    Button9.BackColor = Color.Green

    Button6.BackColor = Color.Green

    Button3.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

```

```

ButtonsEnabledFalse()

End If

If Button7.Text = "O" And Button5.Text = "O" And Button3.Text = "O" Then

    Button7.BackColor = Color.Green

    Button5.BackColor = Color.Green

    Button3.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

    ButtonsEnabledFalse()

End If

If Button1.Text = "O" And Button5.Text = "O" And Button9.Text = "O" Then

    Button1.BackColor = Color.Green

    Button5.BackColor = Color.Green

    Button9.BackColor = Color.Green

    MessageBox.Show("Winner is " + player2, "Tic-Toc-Toe Game", MessageBoxButtons.OK,
MessageBoxIcon.Information)

    addOneToScore = Convert.ToInt64(PlayerB.Text)

    PlayerB.Text = Convert.ToString(addOneToScore + 1)

```

```

        ButtonsEnabledFalse()

    End If

    'check win for player B is complete

    'score green white condition

    If PlayerA.Text > PlayerB.Text Then

        PlayerA.ForeColor = Color.Green

        PlayerB.ForeColor = Color.Gray

    ElseIf PlayerB.Text > PlayerA.Text Then

        PlayerB.ForeColor = Color.Green

        PlayerA.ForeColor = Color.Gray

    Else

        PlayerA.ForeColor = Color.Gray

        PlayerB.ForeColor = Color.Gray

    End If

End Sub

Private Sub Button_Click(sender As Object, e As EventArgs) Handles Button1.Click, Button2.Click,
Button3.Click, Button4.Click, Button5.Click, Button6.Click, Button7.Click, Button8.Click, Button9.Click

    Dim b As Button = sender

    If checkForXorO = False Then

```



```

        b.Text = "X"

        checkForXorO = True

Else

        b.Text = "O"

        checkForXorO = False

End If

CheckForWin()

b.Enabled = False

End Sub

Private Sub Reset_Btn_Click(sender As Object, e As EventArgs) Handles Reset_Btn.Click

    Button1.Enabled = True

    Button2.Enabled = True

    Button3.Enabled = True

    Button4.Enabled = True

    Button5.Enabled = True

    Button6.Enabled = True

    Button7.Enabled = True

    Button8.Enabled = True

    Button9.Enabled = True

```

Button1.Text = ""

Button2.Text = ""

Button3.Text = ""

Button4.Text = ""

Button5.Text = ""

Button6.Text = ""

Button7.Text = ""

Button8.Text = ""

Button9.Text = ""

Button1.BackColor = Color.White

Button2.BackColor = Color.White

Button3.BackColor = Color.White

Button4.BackColor = Color.White

Button5.BackColor = Color.White

Button6.BackColor = Color.White

Button7.BackColor = Color.White

Button8.BackColor = Color.White

Button9.BackColor = Color.White

End Sub

Private Sub NewGame_btn_Click(sender As Object, e As EventArgs) Handles NewGame_btn.Click

Button1.Enabled = True

Button2.Enabled = True

Button3.Enabled = True

Button4.Enabled = True

Button5.Enabled = True

Button6.Enabled = True

Button7.Enabled = True

Button8.Enabled = True

Button9.Enabled = True

Button1.Text = ""

Button2.Text = ""

Button3.Text = ""

Button4.Text = ""

Button5.Text = ""

Button6.Text = ""

Button7.Text = ""

Button8.Text = ""

Button9.Text = ""

```
Button1.BackColor = Color.White
```

```
Button2.BackColor = Color.White
```

```
Button3.BackColor = Color.White
```

```
Button4.BackColor = Color.White
```

```
Button5.BackColor = Color.White
```

```
Button6.BackColor = Color.White
```

```
Button7.BackColor = Color.White
```

```
Button8.BackColor = Color.White
```

```
Button9.BackColor = Color.White
```

```
PlayerA.Text = "o"
```

```
PlayerB.Text = "o"
```

```
player1 = ""
```

```
player2 = ""
```

```
Me.Hide()
```

```
Form1.Show()
```

```
End Sub
```

```
Private Sub Exit_btn_Click(sender As Object, e As EventArgs) Handles Exit_btn.Click
```

```
    Dim checkForExit As DialogResult = MessageBox.Show("Confirm, if you want to exit", "Tic-Toc-Toe  
Game", MessageBoxButtons.YesNo, MessageBoxIcon.Question)
```

```
If checkForExit = DialogResult.Yes Then
```

```
    Application.Exit()
```

```
End If
```

```
End Sub
```

```
Private Sub PlayerA_Click(sender As Object, e As EventArgs) Handles PlayerA.Click
```

```
End Sub
```

```
End Class
```

```
Public Class Stores
```

```
    Public Shared player1 As String
```

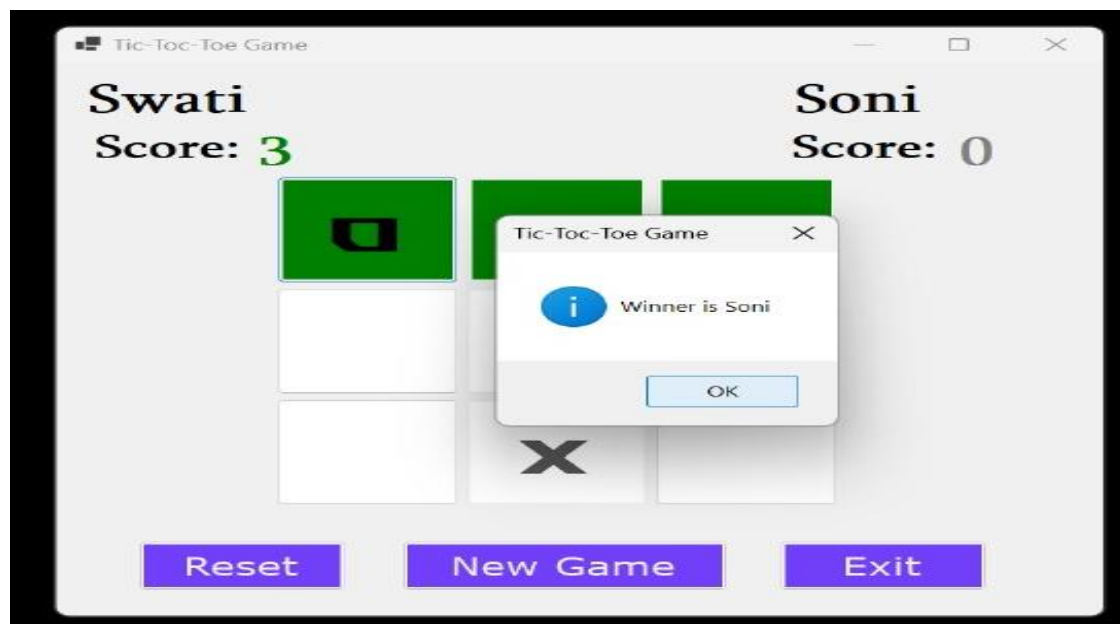
```
    Public Shared player2 As String
```

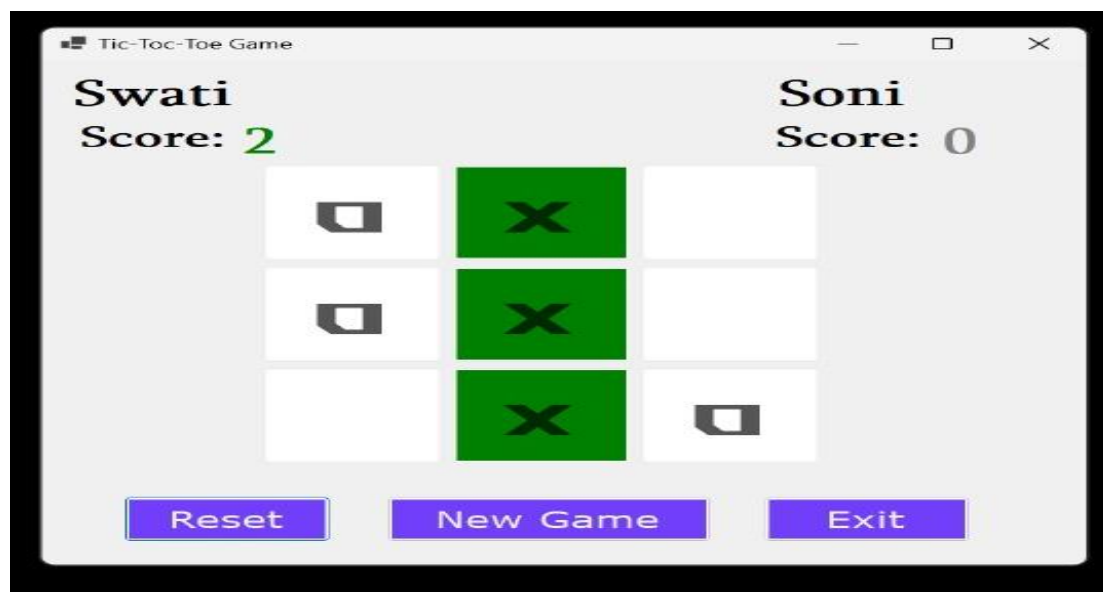
```
End Class
```





OUTPUT





FUTURE SCOPE OF THE PROJECT

Our project will be able to implement in the future after making some changes and modification as we make our project at a very low level.

So the modification that can be done in our project are:

- Player play with computer .
- Difficulty level.

BIBLIOGRAPHY

The following books have been reference during the preparation of this project:-

1. Various website like WIKIPEDIA,SCRIBD.
2. Visual basic programming : Black Book for visual basic programming, by john steven horzler.
3. Previous work experiences on VB6.0