Assignment 2 - Exercise 4 Sample Run

July 19, 2021   2:41 AM

```
C:\Users\eyeball2\Desktop\ENSF409Summer\ENSF409\assignment2\exercise4>java Game Board Player Referee Constants

Please enter the name of the 'X' player: ex

Please enter the name of the 'O' player: oh
            |col 0|col 1|col 2
          +-----+-----+-----+
          |     |     |     |
    row 0 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 1 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 2 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
ex, please enter the row and column in which to put a mark. (Enter in the following format: <row> <column>)
0 0
00
            |col 0|col 1|col 2
          +-----+-----+-----+
          |     |     |     |
    row 0 |  X  |     |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 1 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 2 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
```

```
oh, please enter the row and column in which to put a mark. (Enter in the following format: <row> <column>)
1 1
11
            |col 0|col 1|col 2
          +-----+-----+-----+
          |     |     |     |
    row 0 |  X  |     |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 1 |     |  O  |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 2 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
ex, please enter the row and column in which to put a mark. (Enter in the following format: <row> <column>)
0 1
01
            |col 0|col 1|col 2
          +-----+-----+-----+
          |     |     |     |
    row 0 |  X  |  X  |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 1 |     |  O  |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
    row 2 |     |     |     |
          |     |     |     |
          +-----+-----+-----+
oh, please enter the row and column in which to put a mark. (Enter in the following format: <row> <column>)
2 2
22
            |col 0|col 1|col 2
          +-----+-----+-----+
          |     |     |     |
    row 0 |  X  |  X  |     |
          |     |     |     |
          +-----+-----+-----+
          |     |     |     |
```

```
row 0 |   X   |   X   |       |
      |       |       |       |
      +-----+-----+-----+
      |       |       |       |
row 1 |       |   O   |       |
      |       |       |       |
      +-----+-----+-----+
      |       |       |       |
row 2 |       |       |   O   |
      |       |       |       |
      +-----+-----+-----+
```

```
ex, please enter the row and column in which to put a mark. (Enter in the following format: <row> <column>)
0 2
02
        |col 0|col 1|col 2
      +-----+-----+-----+
      |       |       |       |
row 0 |   X   |   X   |   X   |
      |       |       |       |
      +-----+-----+-----+
      |       |       |       |
row 1 |       |   O   |       |
      |       |       |       |
      +-----+-----+-----+
      |       |       |       |
row 2 |       |       |   O   |
      |       |       |       |
      +-----+-----+-----+
The game is over. The winner is ex.

C:\Users\eyeball2\Desktop\ENSF409Summer\ENSF409\assignment2\exercise4>
```