COS132 Academic Year 2023: **Practical 9**: Syllabus of the Week: **Multi-Dimensional Pointers**

TIC-TAC-TOE

You need:
Knowledge of the Tic-Tac-Toe rules of the game
a two dimensional (**) **pointer** of character type
a two dimensional character **array** with (3 • 3) cells

From the players' perspective, the cells of the game field are numerically identified as follows:

1	2	3
4	5	6
7	8	9

The character for player White is '**w**'
The character for player Black is '**b**'

***Rough Sketch* of the Game's Plan:**

game **counter** is initially **1**
game **ongoing** is initially **true** ;

WHILE (**counter** < 10 **AND ongoing**==true)
| **Print** "The fields with the following field ID numbers are still free :"
| **Call a funtion** (*to be made by you*) which utilizes the **pointer to **find and print the free fields** ;
|

| **counter** is *even number* **?**
| | **Print** "Black choose empty field!" ;
| | **Input** integer **number** from player ;
| | **Call a function** (*to be made by you*)
| | which **converts** the integer ID into
| | the corresponding two-dimensional
| | pointer position ;
| |
| | *Via the pointer* **write** **'b'** into that field
| | **Call a function** (*to be made by you*)
| | which utilizes the pointer **to check**
| | whether *this latest* placement of 'b'
| | results in victory for player Black ;
| |
| | *Has player **Black won ?***
| | | **Print** "Victory for Black"
| | | game **ongoing = false** ;

counter is *odd number* **?**
| **Print** "White choose empty field!" ;
| **Input** integer **number** from player ;
| **Call a function** (*to be made by you*)
| which **converts** the integer ID into
| the corresponding two-dimensional
| pointer position ;
|
| *Via the pointer* **write** **'w'** into that field
| **Call a function** (*to be made by you*)
| which utilizes the pointer **to check**
| whether *this latest* placement of 'w'
| results in victory for player White ;
|
| *Has player **White won ?***
| | **Print** "Victory for White"
| | game **ongoing = false** ;

|
| **Update** game **counter = counter + 1** ;
| _____
Print "The game has ended"

_____

Your Task: IMPLEMENT this Tic-Tac-Toe-Game! And now, **HAPPY CODING :)**