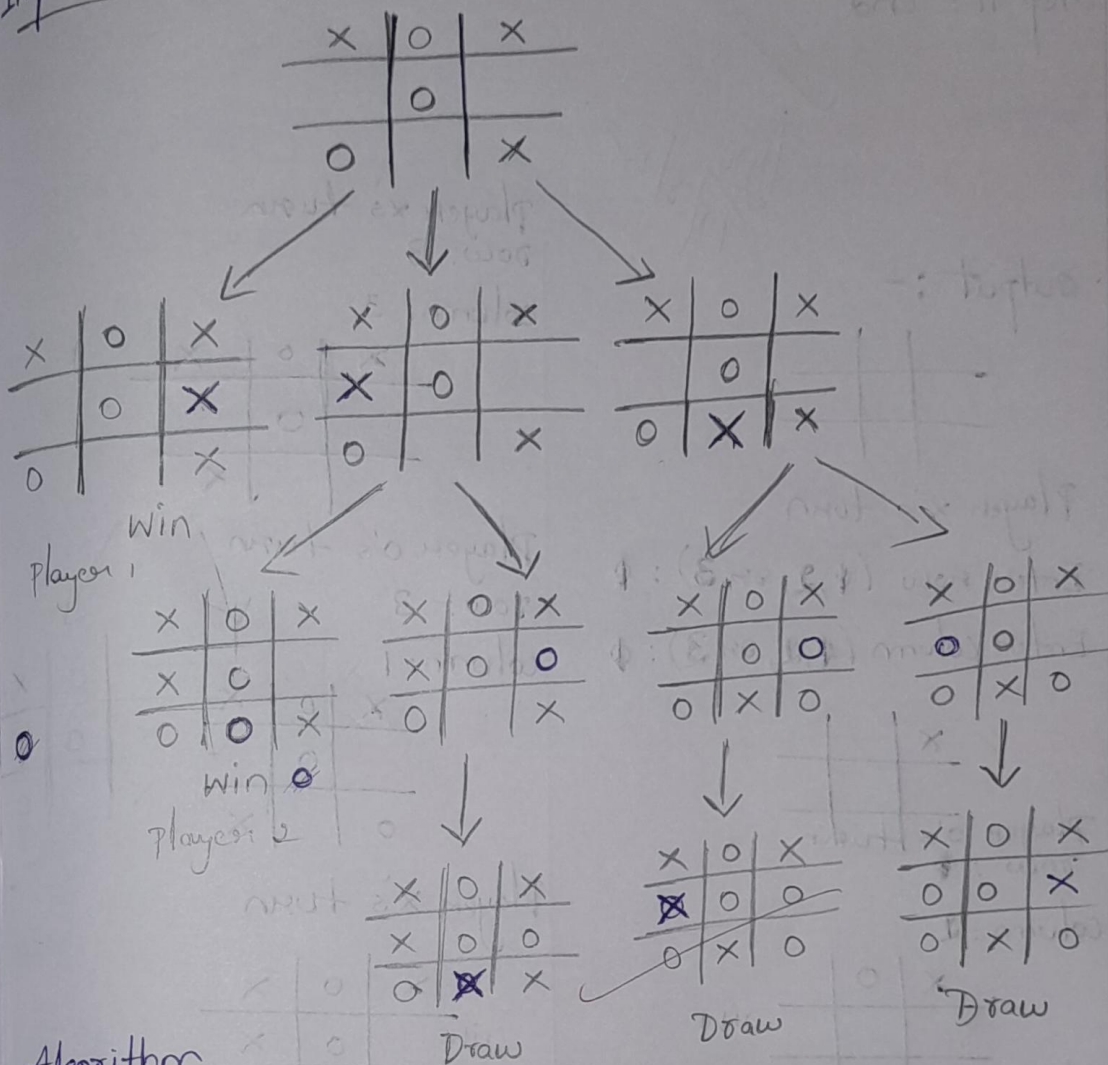Lab 1

Implement Tic-Tac-Toe Game

Algorithm

Step 1 : start the game

Step 2 : ask for letter x & o for players

Step 3 : decide player 1 or player 2 to go first

Step 4 : ask for player 1 to place his or her letter in the check box

Step 5 : check if that wins

Step 6 : check for draw

Step 7 : ask for player 2 to place his or her letter in the check box

Step 8 : check if that wins

Step 9 : check for draw

step 10 : ask for player to play again if there any chance to win

step 11 : end

_by 12/05/2_

Output :-

Player x's turn

Enter row (1,2, or 3) : 1

Enter column (1,2, or 3) : 1

Player o's turn
row : 1

column : 2

Player x's turn
row : 1

column : 3

Player o's turn
row : 2

column : 2

Player x's turn
row: 3

column: 3

Player o's turn
row: 3

column: 1

Player x's turn

Player x wins!

o is draw

win is 1

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   |   |
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   |   |
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   |   |
---------
Player X, enter your move (row and column: 1 1): 1 1
 X |   |
---------
   |   |
---------
   |   |
---------
Player O, enter your move (row and column: 1 1): 1 2
 X | O |
---------
   |   |
---------
   |   |
---------
Player X, enter your move (row and column: 1 1): 1 3
 X | O | X
---------
   |   |
---------
   |   |
---------
Player O, enter your move (row and column: 1 1): 2 2
 X | O | X
---------
   | O |
---------
   |   |
---------
Player X, enter your move (row and column: 1 1): 3 3
 X | O | X
---------
   | O |
---------
   |   | X
---------
Player O, enter your move (row and column: 1 1): 3 1
 X | O | X
---------
   | O |
---------
 O |   | X
---------
Player X, enter your move (row and column: 1 1): 2 3
 X | O | X
---------
   | O | X
---------
 O |   | X
---------
Player X wins!
```

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