# Algorithms and Data Structures: Assignment #1

## Introduction

In this assignment we were tasked with creating a noughts and crosses game using algorithms and data structures. I have created a simple noughts and crosses game using array’s and array manipulation using functions in the source code, such as an initialise board, insert, check winner and swap player functions which allows the game to be played between two players.

## Design

During the design phase of my assignment I had came up with the idea of using a series of different functions to manipulate a singular dimensioned array. To represent the board I had used a single dimensional array as I felt this was easier to work with an insert method in order to insert a character such as ‘X’ or ‘O’. To represent the players I had used a single character that was switched using a function with a switch case between each players move. I felt that using an array for the board was the more simpler and cleaner route in

## Enhancements

## Critical Evaluation

## Personal Evaluation