**CODSOFT C++ (TIK TAC TOE GAME)**

**#include <iostream>**

**using namespace std;**

**char square[10]={'0','1','2','3','4','5','6','7','8','9'};**

**int veriwin()**

**{**

**if(square[1]==square[2] && square[2]==square[3])**

**{**

**return 1;**

**}**

**else if(square[4]==square[5] && square[5]==square[6])**

**{**

**return 1;**

**}**

**else if(square[7]==square[8] && square[8]==square[9])**

**{**

**return 1;**

**}**

**else if(square[1]==square[4] && square[4]==square[7])**

**{**

**return 1;**

**}**

**else if(square[2]==square[5] && square[5]==square[8])**

**{**

**return 1;**

**}**

**else if(square[3]==square[6] && square[6]==square[9])**

**{**

**return 1;**

**}**

**else if(square[1]==square[5] && square[5]==square[9])**

**{**

**return 1;**

**}**

**else if(square[3]==square[5] && square[5]==square[7])**

**{**

**return 1;**

**}**

**else if(square[1]!='1' && square[2]!='2' && square[3]!='3'**

**&& square[4]!='4' && square[5]!='5' && square[6]!='6'**

**&& square[7]!='7' && square[8]!='8' && square[9]!='9')**

**{**

**return 0;**

**}**

**else**

**{**

**return -1;**

**}**

**}**

**void board1()**

**{**

**//system("cls");**

**cout<<"\n\n\t TIC TAC TOE GAME \n\n";**

**cout<<"Gamer 1(X) - Gamer 2(O)"<<endl<<endl;**

**cout<<endl;**

**cout<<" | | "<<endl;**

**cout<<" "<<square[1]<<" | "<<square[2]<<" |"<<square[3]<<endl;**

**cout<<"\_\_\_|\_\_\_|\_\_\_"<<endl;**

**cout<<" | | "<<endl;**

**cout<<" "<<square[4]<<" | "<<square[5]<<" |"<<square[6]<<endl;**

**cout<<"\_\_\_|\_\_\_|\_\_\_"<<endl;**

**cout<<" | | "<<endl;**

**cout<<" "<<square[7]<<" | "<<square[8]<<" |"<<square[9]<<endl;**

**cout<<" | | "<<endl<<endl;**

**}**

**int main()**

**{**

**int gamer =1,i,choice;**

**char symbol;**

**do{**

**board1();**

**gamer=(gamer%2)?1:2;**

**cout<<"Gamer "<< gamer <<", Enter the value: ";**

**cin>>choice;**

**symbol=(gamer==1)?'X':'O';**

**if(choice==1 && square[1]=='1')**

**{**

**square[1]=symbol;**

**}**

**else if(choice==2 && square[2]=='2')**

**{**

**square[2]=symbol;**

**}**

**else if(choice==3 && square[3]=='3')**

**{**

**square[3]=symbol;**

**}**

**else if(choice==4 && square[4]=='4')**

**{**

**square[4]=symbol;**

**}**

**else if(choice==5 && square[5]=='5')**

**{**

**square[5]=symbol;**

**}**

**else if(choice==6 && square[6]=='6')**

**{**

**square[6]=symbol;**

**}**

**else if(choice==7 && square[7]=='7')**

**{**

**square[7]=symbol;**

**}**

**else if(choice==8 && square[8]=='8')**

**{**

**square[8]=symbol;**

**}**

**else if(choice==9 && square[9]=='9')**

**{**

**square[9]=symbol;**

**}**

**else**

**{**

**cout<<"Invalid Move!!!!";**

**gamer--;**

**cin.ignore();**

**cin.get();**

**}**

**i=veriwin();**

**gamer++;**

**}**

**while(i==-1);**

**board1();**

**if(i==1)**

**{**

**cout<<"\a Congrats! Gamer "<<--gamer<<" Wins!";**

**}**

**else**

**{**

**cout<<"\aGame Draw!";**

**}**

**cin.ignore();**

**cin.get();**

**return 0;**

**}**