





TIC TAC TOE CODE

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Top Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, Search (Ctrl+Q).
- Solution Explorer:** Shows a single project named 'tictactoe' with one file, 'MyForm.cpp'.
- Code Editor:** Displays the 'MyForm.cpp' file content:

```
1 #include "MyForm.h"
2
3 using namespace System;
4 [using namespace System::Windows::Forms;
5
6 [STAThreadAttribute]
7 void Main(array<String>^ args) {
8     Application::EnableVisualStyles();
9     Application::SetCompatibleTextRenderingDefault(false);
10    //tictactoe is your project name
11    tictactoe::MyForm form;
12    Application::Run(% form);
13 }
```
- Output Window:** Shows 'No issues found'.
- Taskbar:** Includes icons for File Explorer, Task View, Start, Taskbar settings, and various pinned applications like File Explorer, Task View, Mail, Edge, and Google Chrome.
- System Tray:** Shows the date and time as 02/01/2023, 11:59 am, and the weather as 30°C Cloudy.

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe  
MyForm.h [Design] MyForm.cpp Local Windows Debugger  
tictactoe  
1 #pragma once  
2  
3 namespace tictactoe {  
4  
5     using namespace System;  
6     using namespace System::ComponentModel;  
7     using namespace System::Collections;  
8     using namespace System::Windows::Forms;  
9     using namespace System::Data;  
10    using namespace System::Drawing;  
11  
12    /// <summary>  
13    /// Summary for MyForm  
14    /// </summary>  
15    public ref class MyForm : public System::Windows::Forms::Form  
16    {  
17        public:  
18            MyForm(void)  
19            {  
20                InitializeComponent();  
21                //  
22                //TODO: Add the constructor code here  
23                //  
24            }  
25  
26        protected:  
27            /// <summary>  
28            /// Clean up any resources being used.  
29            /// </summary>  
30            ~MyForm()  
31            {  
32                if (components)  
33                {  
34                    delete components;  
35                }  
36            }  
37  
38        protected:  
39  
40    }  
100% No issues found
```

Output
Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The status bar at the bottom displays "100 %", "No issues found", "Ln: 39 Ch: 9 TAB", and "Output".

The code editor window shows the file `MyForm.h` in Design mode. The code defines a class `tictactoe::MyForm` with the following protected members:

```
37 protected:  
38  
39  
40     private: System::Windows::Forms::Panel^ panel4;  
41     private: System::Windows::Forms::Panel^ panel7;  
42     private: System::Windows::Forms::Button^ btnTic9;  
43  
44     private: System::Windows::Forms::Button^ btnTic8;  
45  
46     private: System::Windows::Forms::Button^ btnTic7;  
47  
48     private: System::Windows::Forms::Button^ btnTic6;  
49  
50     private: System::Windows::Forms::Button^ btnTic5;  
51  
52     private: System::Windows::Forms::Button^ btnTic4;  
53  
54     private: System::Windows::Forms::Button^ btnTic3;  
55  
56     private: System::Windows::Forms::Button^ btnTic2;  
57  
58     private: System::Windows::Forms::Button^ btnTic1;  
59  
60     private: System::Windows::Forms::Panel^ panel6;  
61     private: System::Windows::Forms::Button^ newgame;  
62  
63  
64     private: System::Windows::Forms::Button^ reset;  
65  
66  
67     private: System::Windows::Forms::Panel^ panel5;  
68     private: System::Windows::Forms::Label^ label2;  
69     private: System::Windows::Forms::Label^ lblPlayerO;  
70  
71     private: System::Windows::Forms::Label^ lblPlayerX;  
72  
73     private: System::Windows::Forms::Label^ label1;  
74  
75     private: System::Windows::Forms::Label^ label6;  
76     private: System::Windows::Forms::Label^ firstplayer;
```

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Local Windows Debugger x64 MyForm.h [Design] MyForm.cpp tictactoe  
MyForm.h  
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130  
private: System::Windows::Forms::Label^ label9;  
private: System::Windows::Forms::Label^ lblUnfinished;  
private: System::Windows::Forms::Label^ label11;  
private: System::Windows::Forms::Button^ drawBtn;  
private:  
    /// <summary>  
    /// Required designer variable.  
    /// </summary>  
    System::ComponentModel::Container ^components;  
#pragma region Windows Form Designer generated code  
    /// <summary>  
    /// Required method for Designer support - do not modify  
    /// the contents of this method with the code editor.  
    /// </summary>  
    void InitializeComponent(void)  
    {  
        this->label6 = (gcnew System::Windows::Forms::Label());  
        this->panel4 = (gcnew System::Windows::Forms::Panel());  
        this->prvwinner = (gcnew System::Windows::Forms::Label());  
        this->reset = (gcnew System::Windows::Forms::Button());  
        this->label3 = (gcnew System::Windows::Forms::Label());  
        this->firstply = (gcnew System::Windows::Forms::Label());  
        this->firstplayer = (gcnew System::Windows::Forms::Label());  
        this->panel7 = (gcnew System::Windows::Forms::Panel());  
        this->btnTic9 = (gcnew System::Windows::Forms::Button());  
        this->btnTic8 = (gcnew System::Windows::Forms::Button());  
        this->btnTic7 = (gcnew System::Windows::Forms::Button());  
        this->btnTic6 = (gcnew System::Windows::Forms::Button());  
        this->btnTic5 = (gcnew System::Windows::Forms::Button());  
        this->btnTic4 = (gcnew System::Windows::Forms::Button());  
        this->btnTic3 = (gcnew System::Windows::Forms::Button());  
        this->btnTic2 = (gcnew System::Windows::Forms::Button());  
        this->btnTic1 = (gcnew System::Windows::Forms::Button());  
    }  
100 % No issues found Output Show output from: Tsc
```

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with a magnifying glass icon.
- Toolbox:** Shows "tictactoe" selected.
- Code Editor:** Displays the `MyForm.h` file content. The code is for a Windows application named `tictactoe`. It includes declarations for various Windows Forms controls like `Label`, `Panel`, and `Image`. The `InitializeComponent` function is shown at the bottom of the editor.
- Status Bar:** Shows "100%" zoom, "No issues found", "Ln: 115", and "Ch".
- Output Window:** Shows the "Output" tab and a dropdown menu set to "Tsc".

```
139     this->label7 = (gcnew System::Windows::Forms::Label());
140     this->totalGame = (gcnew System::Windows::Forms::Label());
141     this->label14 = (gcnew System::Windows::Forms::Label());
142     this->lblDraw = (gcnew System::Windows::Forms::Label());
143     this->label2 = (gcnew System::Windows::Forms::Label());
144     this->lblPlayer0 = (gcnew System::Windows::Forms::Label());
145     this->lblPlayerX = (gcnew System::Windows::Forms::Label());
146     this->label1 = (gcnew System::Windows::Forms::Label());
147     this->panel1 = (gcnew System::Windows::Forms::Panel());
148     this->label11 = (gcnew System::Windows::Forms::Label());
149     this->label5 = (gcnew System::Windows::Forms::Label());
150     this->panel4->SuspendLayout();
151     this->panel7->SuspendLayout();
152     this->panel6->SuspendLayout();
153     this->panel5->SuspendLayout();
154     this->panel11->SuspendLayout();
155     this->SuspendLayout();
156     this->label6->AutoSize = true;
157     this->label6->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
158         static_cast<System::Byte>(0)));
159     this->label6->Location = System::Drawing::Point(200, 0);
160     this->label6->Name = L"label6";
161     this->label6->Size = System::Drawing::Size(73, 25);
162     this->label6->TabIndex = 6;
163     this->label6->Text = L"Score";
164     this->label6->click += gcnew System::EventHandler(this, &MyForm::label6_Click);
165     this->panel4->BackColor = System::Drawing::Color::DarkOliveGreen;
166     this->panel4->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
167     this->panel4->Controls->Add(this->prvwinner);
168     this->panel4->Controls->Add(this->reset);
169     this->panel4->Controls->Add(this->label3);
170     this->panel4->Controls->Add(this->firstply);
171     this->panel4->Controls->Add(this->firstplayer);
172     this->panel4->Controls->Add(this->panel7);
173     this->panel4->Controls->Add(this->panel6);
174     this->panel4->Controls->Add(this->panel5);
175     this->panel4->Location = System::Drawing::Point(12, 84);
176     this->panel4->Name = L"panel4";
177     this->panel4->Size = System::Drawing::Size(998, 429);
178     this->panel4->TabIndex = 2;
```

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe
MyForm.h x4 Local Windows Debugger
MyForm.h [Design] MyForm.cpp
tictactoe tictactoe::MyForm
175     this->panel4->Location = System::Drawing::Point(12, 84);
176     this->panel4->Name = L"panel4";
177     this->panel4->Size = System::Drawing::Size(998, 429);
178     this->panel4->TabIndex = 2;
179     this->panel4->Paint += gcnew System::Windows::Forms::PaintEventHandler(this, &MyForm::panel4_Paint);
180     this->prvwinner->BackColor = System::Drawing::SystemColors::ButtonFace;
181     this->prvwinner->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
182     this->prvwinner->FlatStyle = System::Windows::Forms::FlatStyle::Popup;
183     this->prvwinner->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
184         static_cast<System::Byte>(0)));
185     this->prvwinner->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
186     this->prvwinner->Location = System::Drawing::Point(464, 177);
187     this->prvwinner->Name = L"prvwinner";
188     this->prvwinner->Size = System::Drawing::Size(137, 40);
189     this->prvwinner->TabIndex = 7;
190     this->prvwinner->Text = L"---";
191     this->prvwinner->ContentAlignment = System::Drawing::ContentAlignment::MiddleCenter;
192     this->prvwinner->Click += gcnew System::EventHandler(this, &MyForm::prvwinner_Click);
193     this->reset->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
194         static_cast<System::Byte>(0)));
195     this->reset->ForeColor = System::Drawing::Color::SaddleBrown;
196     this->reset->Location = System::Drawing::Point(461, 255);
197     this->reset->Name = L"Reset";
198     this->reset->Size = System::Drawing::Size(142, 42);
199     this->reset->TabIndex = 9;
200     this->reset->Text = L"Reset Board";
201     this->reset->UseVisualStyleBackColor = true;
202     this->reset->Click += gcnew System::EventHandler(this, &MyForm::reset_Click);
203     this->label3->AutoSize = true;
204     this->label3->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
205         static_cast<System::Byte>(0)));
206     this->label3->Location = System::Drawing::Point(426, 138);
207     this->label3->Name = L"label3";
208     this->label3->Size = System::Drawing::Size(225, 24);
209     this->label3->TabIndex = 6;
210     this->label3->Text = L"Previous Game Winner";
211     this->label3->ContentAlignment = System::Drawing::ContentAlignment::MiddleCenter;
212     this->label3->Click += gcnew System::EventHandler(this, &MyForm::label3_Click_1);
213     this->firstply->BackColor = System::Drawing::SystemColors::ButtonFace;
214     this->firstply->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
```

100% No issues found Ln: 115 Ch: 59 Co

Output

Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The title bar displays "tictactoe" and "MyForm.h [Design]". The main code editor window shows the "MyForm.h" file with the following content:

```
208     this->label3->Size = System::Drawing::Size(225, 24);
209     this->label3->TabIndex = 6;
210     this->label3->Text = L"Previous Game Winner";
211     this->label3-> TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
212     this->label3->Click += gcnew System::EventHandler(this, &MyForm::label3_Click_1);
213     this->firstply->BackColor = System::Drawing::SystemColors::ButtonFace;
214     this->firstply->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
215     this->firstply->FlatStyle = System::Windows::Forms::FlatStyle::PopUp;
216     this->firstply->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
217         static_cast<System::Byte>(0)));
218     this->firstply->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
219     this->firstply->Location = System::Drawing::Point(464, 56);
220     this->firstply->Name = L"firstply";
221     this->firstply->Size = System::Drawing::Size(137, 40);
222     this->firstply->TabIndex = 5;
223     this->firstply->Text = L"X";
224     this->firstply-> TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
225     this->firstply->Click += gcnew System::EventHandler(this, &MyForm::firstply_Click);
226     this->firstplayer->AutoSize = true;
227     this->firstplayer->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
228         static_cast<System::Byte>(0)));
229     this->firstplayer->Location = System::Drawing::Point(468, 16);
230     this->firstplayer->Name = L"firstplayer";
231     this->firstplayer->Size = System::Drawing::Size(133, 25);
232     this->firstplayer->TabIndex = 5;
233     this->firstplayer->Text = L"First Player";
234     this->firstplayer->Click += gcnew System::EventHandler(this, &MyForm::label3_Click);
235     this->panel7->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
236     this->panel7->Controls->Add(this->btnTic9);
237     this->panel7->Controls->Add(this->btnTic8);
238     this->panel7->Controls->Add(this->btnTic7);
239     this->panel7->Controls->Add(this->btnTic6);
240     this->panel7->Controls->Add(this->btnTic5);
241     this->panel7->Controls->Add(this->btnTic4);
242     this->panel7->Controls->Add(this->btnTic3);
243     this->panel7->Controls->Add(this->btnTic2);
244     this->panel7->Controls->Add(this->btnTic1);
245     this->panel7->Location = System::Drawing::Point(3, 16);
246     this->panel7->Name = L"panel7";
247     this->panel7->Size = System::Drawing::Size(399, 392);
```

The status bar at the bottom indicates "100%" zoom, "No issues found", "Ln: 211 Ch: 78 Col: 87", and "Output" with a dropdown menu for output sources.

The screenshot shows the Microsoft Visual Studio IDE interface. The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar has icons for file operations like Open, Save, and Print, along with tabs for Local Windows Debugger and Local Linux Debugger.

The main window displays the code for `MyForm.h`. The code is part of the `tictactoe` project, specifically the `tictactoe::MyForm` class. The code defines a constructor (`InitializeComponent`) that initializes nine buttons (`btnTic5` to `btnTic9`) with specific sizes, locations, and click event handlers. The code uses the `gcnew` operator to create the buttons and set their properties.

```
247 this->panel7->Size = System::Drawing::Size(399, 392);
248 this->panel7->TabIndex = 4;
249 this->btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
250 this->btnTic9->ForeColor = System::Drawing::Color::WhiteSmoke;
251 this->btnTic9->Location = System::Drawing::Point(262, 259);
252 this->btnTic9->Name = L"btnTic9";
253 this->btnTic9->Size = System::Drawing::Size(116, 115);
254 this->btnTic9->TabIndex = 8;
255 this->btnTic9->UseVisualStyleBackColor = false;
256 this->btnTic9->Click += gcnew System::EventHandler(this, &MyForm::btnTic9_Click);
257 this->btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
258 this->btnTic8->ForeColor = System::Drawing::Color::WhiteSmoke;
259 this->btnTic8->Location = System::Drawing::Point(140, 259);
260 this->btnTic8->Name = L"btnTic8";
261 this->btnTic8->Size = System::Drawing::Size(116, 115);
262 this->btnTic8->TabIndex = 7;
263 this->btnTic8->UseVisualStyleBackColor = false;
264 this->btnTic8->Click += gcnew System::EventHandler(this, &MyForm::btnTic8_Click);
265 this->btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
266 this->btnTic7->ForeColor = System::Drawing::Color::WhiteSmoke;
267 this->btnTic7->Location = System::Drawing::Point(17, 259);
268 this->btnTic7->Name = L"btnTic7";
269 this->btnTic7->Size = System::Drawing::Size(116, 115);
270 this->btnTic7->TabIndex = 6;
271 this->btnTic7->UseVisualStyleBackColor = false;
272 this->btnTic7->Click += gcnew System::EventHandler(this, &MyForm::btnTic7_Click);
273 this->btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
274 this->btnTic6->ForeColor = System::Drawing::Color::WhiteSmoke;
275 this->btnTic6->Location = System::Drawing::Point(262, 138);
276 this->btnTic6->Name = L"btnTic6";
277 this->btnTic6->Size = System::Drawing::Size(116, 115);
278 this->btnTic6->TabIndex = 5;
279 this->btnTic6->UseVisualStyleBackColor = false;
280 this->btnTic6->Click += gcnew System::EventHandler(this, &MyForm::btnTic6_Click);
281 this->btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
282 this->btnTic5->ForeColor = System::Drawing::Color::WhiteSmoke;
283 this->btnTic5->Location = System::Drawing::Point(140, 138);
284 this->btnTic5->Name = L"btnTic5";
285 this->btnTic5->Size = System::Drawing::Size(116, 115);
286 this->btnTic5->TabIndex = 4;
```

The status bar at the bottom shows "100%" zoom, "No issues found", and line number "Ln: 241". The output window below shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The toolbar below has icons for file operations like Open, Save, and Print, along with tabs for Local Windows Debugger and various project configurations.

The main code editor window displays C++ code for a class named `tictactoe::MyForm`. The code defines several buttons (`btnTic1` to `btnTic5`) and a panel (`panel6`). It sets their properties such as `TabIndex`, `BackColor`, and `ForeColor`, and adds event handlers for the `Click` event. The code also initializes components and adds them to the panel.

```
286     this->btnTic5->TabIndex = 4;
287     this->btnTic5->UseVisualStyleBackColor = false;
288     this->btnTic5->Click += gcnew System::EventHandler(this, &MyForm::btnTic5_Click);
289     this->btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
290     this->btnTic4->ForeColor = System::Drawing::Color::WhiteSmoke;
291     this->btnTic4->Location = System::Drawing::Point(17, 138);
292     this->btnTic4->Name = L"btnTic4";
293     this->btnTic4->Size = System::Drawing::Size(116, 115);
294     this->btnTic4->TabIndex = 3;
295     this->btnTic4->UseVisualStyleBackColor = false;
296     this->btnTic4->Click += gcnew System::EventHandler(this, &MyForm::btnTic4_Click);
297     this->btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
298     this->btnTic3->ForeColor = System::Drawing::Color::WhiteSmoke;
299     this->btnTic3->Location = System::Drawing::Point(262, 17);
300     this->btnTic3->Name = L"btnTic3";
301     this->btnTic3->Size = System::Drawing::Size(116, 115);
302     this->btnTic3->TabIndex = 2;
303     this->btnTic3->UseVisualStyleBackColor = false;
304     this->btnTic3->Click += gcnew System::EventHandler(this, &MyForm::btnTic3_Click);
305     this->btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
306     this->btnTic2->ForeColor = System::Drawing::Color::WhiteSmoke;
307     this->btnTic2->Location = System::Drawing::Point(140, 17);
308     this->btnTic2->Name = L"btnTic2";
309     this->btnTic2->Size = System::Drawing::Size(116, 115);
310     this->btnTic2->TabIndex = 1;
311     this->btnTic2->UseVisualStyleBackColor = false;
312     this->btnTic2->Click += gcnew System::EventHandler(this, &MyForm::btnTic2_Click);
313     this->btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
314     this->btnTic1->ForeColor = System::Drawing::Color::WhiteSmoke;
315     this->btnTic1->Location = System::Drawing::Point(17, 17);
316     this->btnTic1->Name = L"btnTic1";
317     this->btnTic1->Size = System::Drawing::Size(116, 115);
318     this->btnTic1->TabIndex = 0;
319     this->btnTic1->UseVisualStyleBackColor = false;
320     this->btnTic1->Click += gcnew System::EventHandler(this, &MyForm::btnTic1_Click);
321     this->panel6->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
322     this->panel6->Controls->Add(this->drawBtn);
323     this->panel6->Controls->Add(this->unfGame);
324     this->panel6->Controls->Add(this->newgame);
325     this->panel6->Location = System::Drawing::Point(427, 335);
```

The status bar at the bottom indicates "100 %", "No issues found", and "Ln: 2". The output window below shows "Output" and "Show output from: Tsc".

A screenshot of the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The title bar shows "tictactoe" and "MyForm.h [Design]". The main area displays the C++ code for "MyForm.h" in the "Design" view. The code defines a class "tictactoe::MyForm" with member variables and methods. The code is heavily commented with line numbers from 322 to 361. The bottom status bar shows "100%" zoom, "No issues found", "Ln: 325 Ch: 62", and a copyright notice. The bottom left shows the "Output" tab and "Tsc" selected.

```
322     this->panel6->Controls->Add(this->drawBtn);
323     this->panel6->Controls->Add(this->unfGame);
324     this->panel6->Controls->Add(this->newgame);
325     this->panel6->Location = System::Drawing::Point(427, 335);
326     this->panel6->Name = L"panel6";
327     this->panel6->Size = System::Drawing::Size(545, 73);
328     this->panel6->TabIndex = 3;
329     this->drawBtn->DialogResult = System::Windows::Forms::DialogResult::No;
330     this->drawBtn->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
331         static_cast<System::Byte>(0)));
332     this->drawBtn->ForeColor = System::Drawing::Color::SaddleBrown;
333     this->drawBtn->Location = System::Drawing::Point(210, 13);
334     this->drawBtn->Name = L"drawBtn";
335     this->drawBtn->Size = System::Drawing::Size(142, 42);
336     this->drawBtn->TabIndex = 12;
337     this->drawBtn->Text = L"Draw";
338     this->drawBtn->TextImageRelation = System::Windows::Forms::TextImageRelation::TextBeforeImage;
339     this->drawBtn->UseVisualStyleBackColor = true;
340     this->drawBtn->Click += gcnew System::EventHandler(this, &MyForm::drawBtn_Click);
341     this->unfGame->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
342         static_cast<System::Byte>(0)));
343     this->unfGame->ForeColor = System::Drawing::Color::SaddleBrown;
344     this->unfGame->Location = System::Drawing::Point(33, 12);
345     this->unfGame->Name = L"unfGame";
346     this->unfGame->Size = System::Drawing::Size(142, 42);
347     this->unfGame->TabIndex = 11;
348     this->unfGame->Text = L"Unfinished Game";
349     this->unfGame->UseVisualStyleBackColor = true;
350     this->unfGame->Click += gcnew System::EventHandler(this, &MyForm::unfGame_Click);
351     this->newgame->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
352         static_cast<System::Byte>(0)));
353     this->newgame->ForeColor = System::Drawing::Color::SaddleBrown;
354     this->newgame->Location = System::Drawing::Point(394, 12);
355     this->newgame->Name = L"newgame";
356     this->newgame->Size = System::Drawing::Size(145, 42);
357     this->newgame->TabIndex = 10;
358     this->newgame->Text = L"New game";
359     this->newgame->UseVisualStyleBackColor = true;
360     this->newgame->Click += gcnew System::EventHandler(this, &MyForm::newgame_Click);
361     this->panel5->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
```

A screenshot of the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar below has icons for file operations like Open, Save, and Print, along with symbols for Local Windows Debugger, Task List, and Solution Explorer.

The main window displays the code for `MyForm.h` under the `tictactoe` project. The code is as follows:

```
358     this->newgame->Text = L"New game";
359     this->newgame->UseVisualStyleBackColor = true;
360     this->newgame->Click += gcnew System::EventHandler(this, &MyForm::newgame_Click);
361     this->panel5->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
362     this->panel5->Controls->Add(this->label9);
363     this->panel5->Controls->Add(this->lblUnfinished);
364     this->panel5->Controls->Add(this->label6);
365     this->panel5->Controls->Add(this->label8);
366     this->panel5->Controls->Add(this->label7);
367     this->panel5->Controls->Add(this->totalGame);
368     this->panel5->Controls->Add(this->label4);
369     this->panel5->Controls->Add(this->lblDraw);
370     this->panel5->Controls->Add(this->label2);
371     this->panel5->Controls->Add(this->lblPlayer0);
372     this->panel5->Controls->Add(this->lblPlayerX);
373     this->panel5->Controls->Add(this->label1);
374     this->panel5->Location = System::Drawing::Point(657, 16);
375     this->panel5->Name = L"panel5";
376     this->panel5->Size = System::Drawing::Size(325, 302);
377     this->panel5->TabIndex = 2;
378     this->label9->AutoSize = true;
379     this->label9->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 11.25, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
380             static_cast<System::Byte>(0)));
381     this->label9->Location = System::Drawing::Point(22, 190);
382     this->label9->Name = L"label9";
383     this->label9->Size = System::Drawing::Size(137, 18);
384     this->label9->TabIndex = 11;
385     this->label9->Text = L"Unfinished Game";
386     this->label9->TextAlign = System::Drawing::ContentAlignment::TopRight;
387     this->lblUnfinished->BackColor = System::Drawing::SystemColors::ButtonFace;
388     this->lblUnfinished->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
389     this->lblUnfinished->FlatStyle = System::Windows::Forms::FlatStyle::PopUp;
390     this->lblUnfinished->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
391             static_cast<System::Byte>(0)));
392     this->lblUnfinished->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
393     this->lblUnfinished->Location = System::Drawing::Point(165, 185);
394     this->lblUnfinished->Name = L"lblUnfinished";
395     this->lblUnfinished->Size = System::Drawing::Size(137, 40);
396     this->lblUnfinished->TabIndex = 10;
397     this->lblUnfinished->Text = L"0";
```

The status bar at the bottom shows "No issues found", "Ln: 358 Ch: 38 Col: 47", and the output window is visible below.

A screenshot of the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search field. The toolbar contains various icons for file operations like Open, Save, and Print. The title bar shows the project name "tictactoe" and the current file "MyForm.h [Design]".

The main code editor displays the "MyForm.h" header file, which contains C++ code for a Windows application. The code defines a class "tictactoe" that inherits from "MyForm". It initializes several UI components including labels (lblUnfinished, label8, label7) and a button (totalGame). The code uses Windows API and MFC-style programming.

```
391     static_cast<System::Byte>(0)));
392     this->lblUnfinished->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
393     this->lblUnfinished->Location = System::Drawing::Point(165, 185);
394     this->lblUnfinished->Name = L"lblUnfinished";
395     this->lblUnfinished->Size = System::Drawing::Size(137, 40);
396     this->lblUnfinished->TabIndex = 10;
397     this->lblUnfinished->Text = L"0";
398     this->lblUnfinished-> TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
399     this->label8->AutoSize = true;
400     this->label8->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
401         static_cast<System::Byte>(0)));
402     this->label8->Location = System::Drawing::Point(7, 210);
403     this->label8->Name = L"label8";
404     this->label8->Size = System::Drawing::Size(311, 25);
405     this->label8->TabIndex = 9;
406     this->label8->Text = L"_____";
407     this->label8-> TextAlign = System::Drawing::ContentAlignment::TopRight;
408     this->label8->Click += gcnew System::EventHandler(this, &MyForm::label8_Click_1);
409     this->label7->AutoSize = true;
410     this->label7->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
411         static_cast<System::Byte>(0)));
412     this->label7->Location = System::Drawing::Point(21, 255);
413     this->label7->Name = L"label7";
414     this->label7->Size = System::Drawing::Size(133, 25);
415     this->label7->TabIndex = 8;
416     this->label7->Text = L"Total Game";
417     this->label7-> TextAlign = System::Drawing::ContentAlignment::TopRight;
418     this->label7->Click += gcnew System::EventHandler(this, &MyForm::label7_Click);
419     this->totalGame->BackColor = System::Drawing::SystemColors::ButtonFace;
420     this->totalGame->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
421     this->totalGame->FlatStyle = System::Windows::Forms::FlatStyle::Popup;
422     this->totalGame->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
423         static_cast<System::Byte>(0)));
424     this->totalGame->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
425     this->totalGame->Location = System::Drawing::Point(165, 248);
426     this->totalGame->Name = L"totalGame";
427     this->totalGame->Size = System::Drawing::Size(137, 40);
428     this->totalGame->TabIndex = 7;
429     this->totalGame->Text = L"0";
430     this->totalGame-> TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
```

The status bar at the bottom indicates "No issues found", "Ln: 395 Ch: 63 Col: 1". The output window below shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar contains icons for file operations like Open, Save, and Print.

The main code editor window shows the file `MyForm.h` with the following content:

```
427     this->totalGame->Size = System::Drawing::Size(137, 40);
428     this->totalGame->TabIndex = 7;
429     this->totalGame->Text = L"0";
430     this->totalGame->TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
431     this->totalGame->Click += gcnew System::EventHandler(this, &MyForm::label8_Click);
432     this->label4->AutoSize = true;
433     this->label4->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
434         static_cast<System::Byte>(0)));
435     this->label4->Location = System::Drawing::Point(21, 142);
436     this->label4->Name = L"label4";
437     this->label4->Size = System::Drawing::Size(65, 25);
438     this->label4->TabIndex = 6;
439     this->label4->Text = L"Draw";
440     this->label4-> TextAlign = System::Drawing::ContentAlignment::TopRight;
441     this->lblDraw->BackColor = System::Drawing::SystemColors::ButtonFace;
442     this->lblDraw->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
443     this->lblDraw->FlatStyle = System::Windows::Forms::FlatStyle::Popup;
444     this->lblDraw->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
445         static_cast<System::Byte>(0)));
446     this->lblDraw->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
447     this->lblDraw->Location = System::Drawing::Point(166, 132);
448     this->lblDraw->Name = L"lblDraw";
449     this->lblDraw->Size = System::Drawing::Size(137, 40);
450     this->lblDraw->TabIndex = 5;
451     this->lblDraw->Text = L"0";
452     this->lblDraw-> TextAlign = System::Drawing::ContentAlignment::MiddleCenter;
453     this->label2->AutoSize = true;
454     this->label2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
455         static_cast<System::Byte>(0)));
456     this->label2->Location = System::Drawing::Point(21, 96);
457     this->label2->Name = L"label2";
458     this->label2->Size = System::Drawing::Size(103, 25);
459     this->label2->TabIndex = 4;
460     this->label2->Text = L"Player 0";
461     this->label2->Click += gcnew System::EventHandler(this, &MyForm::label2_Click);
462     this->lblPlayer0->BackColor = System::Drawing::SystemColors::ButtonFace;
463     this->lblPlayer0->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
464     this->lblPlayer0->FlatStyle = System::Windows::Forms::FlatStyle::Popup;
465     this->lblPlayer0->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
466         static_cast<System::Byte>(0)));
```

The status bar at the bottom indicates "No issues found", line 430, character 81, column 90. The output window below shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The toolbar below the menu has icons for file operations like Open, Save, Print, and Find. The status bar at the bottom displays "In: 464 Ch: 75 Col: 84 TABS".

The main code editor window displays C++ code for a class named `tictactoe`. The code is part of a file named `MyForm.h`. The code defines a constructor for `tictactoe` that initializes various Windows Form controls. It sets properties for labels (e.g., `lblPlayerO`, `lblPlayerX`) including border style (Fixed3D), flat style (PopUp), font (Microsoft Sans Serif, 14.25pt, Regular), and text ("0"). It also initializes a panel (`panel1`) with a fixed 3D border and adds two labels (`label1`, `label5`) to it.

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe
MyForm.h x MyForm.h [Design] MyForm.cpp
tictactoe
463     this->lblPlayerO->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
464     this->lblPlayerO->FlatStyle = System::Windows::Forms::FlatStyle::PopUp;
465     this->lblPlayerO->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
466         static_cast<System::Byte>(0)));
467     this->lblPlayerO->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
468     this->lblPlayerO->Location = System::Drawing::Point(165, 79);
469     this->lblPlayerO->Name = L"lblPlayerO";
470     this->lblPlayerO->Size = System::Drawing::Size(137, 40);
471     this->lblPlayerO->TabIndex = 3;
472     this->lblPlayerO->Text = L"0";
473     this->lblPlayerO->ContentAlignment = System::Drawing::ContentAlignment::MiddleCenter;
474     this->lblPlayerX->BackColor = System::Drawing::SystemColors::ButtonFace;
475     this->lblPlayerX->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
476     this->lblPlayerX->FlatStyle = System::Windows::Forms::FlatStyle::PopUp;
477     this->lblPlayerX->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 14.25, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
478         static_cast<System::Byte>(0)));
479     this->lblPlayerX->ForeColor = System::Drawing::SystemColors::ActiveCaptionText;
480     this->lblPlayerX->Location = System::Drawing::Point(165, 30);
481     this->lblPlayerX->Name = L"lblPlayerX";
482     this->lblPlayerX->Size = System::Drawing::Size(137, 40);
483     this->lblPlayerX->TabIndex = 2;
484     this->lblPlayerX->Text = L"0";
485     this->lblPlayerX->ContentAlignment = System::Drawing::ContentAlignment::MiddleCenter;
486     this->lblPlayerX->Click += gcnew System::EventHandler(this, &MyForm::lblPlayerX_Click);
487     this->label1->AutoSize = true;
488     this->label1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 15.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
489         static_cast<System::Byte>(0)));
490     this->label1->Location = System::Drawing::Point(21, 45);
491     this->label1->Name = L"label1";
492     this->label1->Size = System::Drawing::Size(101, 25);
493     this->label1->TabIndex = 0;
494     this->label1->Text = L"Player X";
495     this->panel1->BorderStyle = System::Windows::Forms::BorderStyle::Fixed3D;
496     this->panel1->Controls->Add(this->label1);
497     this->panel1->Controls->Add(this->label5);
498     this->panel1->Location = System::Drawing::Point(12, 13);
499     this->panel1->Name = L"panel1";
500     this->panel1->Size = System::Drawing::Size(997, 57);
501     this->panel1->TabIndex = 3;
502     this->label1->AutoSize = true;
```

The status bar at the bottom indicates "In: 464 Ch: 75 Col: 84 TABS". The output window at the bottom left shows "No issues found".

```
MyForm.h [Design] MyForm.cpp
tictactoe tictactoe::MyForm InitializeComponent(void)
499     this->panel1->Name = L"panel1";
500     this->panel1->Size = System::Drawing::Size(997, 57);
501     this->panel1->TabIndex = 3;
502     this->label11->AutoSize = true;
503     this->label11->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 11.25, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
504         static_cast<System::Byte>(0)));
505     this->label11->Location = System::Drawing::Point(771, 31);
506     this->label11->Name = L"label11";
507     this->label11->Size = System::Drawing::Size(210, 18);
508     this->label11->TabIndex = 12;
509     this->label11->Text = L"Created by Vanesa Precilla";
510     this->label11-> TextAlign = System::Drawing::ContentAlignment::TopRight;
511     this->label11->Click += gcnew System::EventHandler(this, &MyForm::label11_Click);
512     this->label5->AutoSize = true;
513     this->label5->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 27.75, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
514         static_cast<System::Byte>(0)));
515     this->label5->Location = System::Drawing::Point(260, 3);
516     this->label5->Name = L"label5";
517     this->label5->Size = System::Drawing::Size(473, 42);
518     this->label5->TabIndex = 10;
519     this->label5->Text = L"Tic Tac Toe Game (XOX)";
520     this->AutoScaleDimensions = System::Drawing::SizeF(6, 13);
521     this->AutoSizeMode = System::Windows::Forms::AutoSizeMode::Font;
522     this->BackColor = System::Drawing::Color::DarkOliveGreen;
523     this->ClientSize = System::Drawing::Size(1051, 525);
524     this->Controls->Add(this->panel1);
525     this->Controls->Add(this->panel4);
526     this->ForeColor = System::Drawing::SystemColors::ControlLight;
527     this->Name = L"MyForm";
528     this->Text = L"TicTacToe";
529     this->Load += gcnew System::EventHandler(this, &MyForm::MyForm_Load);
530     this->panel4->ResumeLayout(false);
531     this->panel4->PerformLayout();
532     this->panel7->ResumeLayout(false);
533     this->panel6->ResumeLayout(false);
534     this->panel5->ResumeLayout(false);
535     this->panel5->PerformLayout();
536     this->panel1->ResumeLayout(false);
537     this->panel1->PerformLayout();
538     this->ResumeLayout(false);
```

Output
Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar includes the standard menu options (File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help) and a search bar labeled "Search (Ctrl+Q)". Below the title bar, there are several toolbars and a status bar at the bottom.

The main area displays the code for `MyForm.cpp`. The code is part of the `tictactoe` project. The current file is `MyForm.cpp`, and the code is being viewed in the "Design" view. The code itself is as follows:

```
535     this->panel5->PerformLayout();
536     this->panel1->ResumeLayout(false);
537     this->panel1->PerformLayout();
538     this->ResumeLayout(false);
539
540     }
541     Boolean checker;
542     int plusone;
543 #pragma endregion
544
545     void Enable_False()
546     {
547         btnTic1->Enabled = false;
548         btnTic2->Enabled = false;
549         btnTic3->Enabled = false;
550         btnTic4->Enabled = false;
551         btnTic5->Enabled = false;
552         btnTic6->Enabled = false;
553         btnTic7->Enabled = false;
554         btnTic8->Enabled = false;
555         btnTic9->Enabled = false;
556     }
557
558     void defaultUnf()
559     {
560         firstply->Text = "X";
561         prvwinner->Text = "Unfinished";
562     }
563
564     void defaultPly()
565     {
566         firstply->Text = "X";
567         prvwinner->Text = "New Game";
568     }
569
570     void afterng()
571     {
572         prvwinner->Text = "--";
573     }
574 }
```

The status bar at the bottom indicates "No issues found". The output window below the code editor shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar below has icons for file operations like Open, Save, and Print, along with tabs for Local Windows Debugger and Local Process. The main code editor window displays C++ code for a class named MyForm.h. The code includes several methods: afterng(), defaultDraw(), score(), and defaultPly(). The score() method contains logic for determining a winner based on button states and updating UI elements like labels and message boxes. The output window at the bottom shows 'No issues found'.

```
568     prvwinner->Text = "New Game";
569
570 }
571
572 void afterng()
573 {
574     prvwinner->Text = "--";
575
576
577 void defaultDraw()
578 {
579     firstply->Text = "X";
580     prvwinner->Text = "DRAW";
581
582 }
583
584
585
586 void score()
587 {
588     //X-1
589     if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "X")
590     {
591         btnTic1->BackColor = System::Drawing::Color::PowderBlue;
592         btnTic2->BackColor = System::Drawing::Color::PowderBlue;
593         btnTic3->BackColor = System::Drawing::Color::PowderBlue;
594         MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
595         plusone = int::Parse(lblPlayerX -> Text);
596         lblPlayerX -> Text = Convert::ToString(plusone + 1);
597         plusone = int::Parse(totalGame->Text);
598         totalGame->Text = Convert::ToString(plusone + 1);
599         firstply->Text = "0";
600         prvwinner->Text = "X";
601         Enable_False();
602     }
603
604     //X-2
605     if (btnTic1->Text == "X" && btnTic5->Text == "X" && btnTic9->Text == "X")
606     {
607         btnTic1->BackColor = System::Drawing::Color::PowderBlue;
```

```
601     Enable_False();
602 }
603
604 //X-2
605 if (btnTic1->Text == "X" && btnTic5->Text == "X" && btnTic9->Text == "X")
606 {
607     btnTic1->BackColor = System::Drawing::Color::PowderBlue;
608     btnTic5->BackColor = System::Drawing::Color::PowderBlue;
609     btnTic9->BackColor = System::Drawing::Color::PowderBlue;
610     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
611     plusone = int::Parse(lblPlayerX->Text);
612     lblPlayerX->Text = Convert::ToString(plusone + 1);
613     plusone = int::Parse(totalGame->Text);
614     totalGame->Text = Convert::ToString(plusone + 1);
615     firstply->Text = "0";
616     prvwinner->Text = "X";
617     Enable_False();
618 }
619
620 //X-3
621 if (btnTic1->Text == "X" && btnTic4->Text == "X" && btnTic7->Text == "X")
622 {
623     btnTic1->BackColor = System::Drawing::Color::PowderBlue;
624     btnTic4->BackColor = System::Drawing::Color::PowderBlue;
625     btnTic7->BackColor = System::Drawing::Color::PowderBlue;
626     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
627     plusone = int::Parse(lblPlayerX->Text);
628     lblPlayerX->Text = Convert::ToString(plusone + 1);
629     plusone = int::Parse(totalGame->Text);
630     totalGame->Text = Convert::ToString(plusone + 1);
631     firstply->Text = "0";
632     prvwinner->Text = "X";
633     Enable_False();
634 }
635
636 //X-4
637 if (btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "X")
638 {
639     btnTic4->BackColor = System::Drawing::Color::PowderBlue;
```

100% No issues found ▶ Ln: 60

Output
Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The toolbar below has icons for file operations like Open, Save, and Print, along with tabs for Local Windows Debugger and x64.

The main code editor window displays C++ code for a Tic Tac Toe application. The code is organized into three sections based on row indices (X-4, X-5, X-6). Each section contains logic for checking if three buttons in a row have the same value ('X' or 'O'). If so, it changes the button colors to PowderBlue, displays a MessageBox indicating the winner, and updates the plusone counter, totalGame text, firstply text, and prvwinner text. The code uses System::Drawing::Color::PowderBlue for the background color of the winning buttons.

```
634     }
635
636
637     //X-4
638     if (btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "X")
639     {
640         btnTic4->BackColor = System::Drawing::Color::PowderBlue;
641         btnTic5->BackColor = System::Drawing::Color::PowderBlue;
642         btnTic6->BackColor = System::Drawing::Color::PowderBlue;
643         MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
644         plusone = int::Parse(lblPlayerX->Text);
645         lblPlayerX->Text = Convert::ToString(plusone + 1);
646         plusone = int::Parse(totalGame->Text);
647         totalGame->Text = Convert::ToString(plusone + 1);
648         firstply->Text = "O";
649         prvwinner->Text = "X";
650         Enable_False();
651     }
652     //X-5
653     if (btnTic7->Text == "X" && btnTic8->Text == "X" && btnTic9->Text == "X")
654     {
655         btnTic7->BackColor = System::Drawing::Color::PowderBlue;
656         btnTic8->BackColor = System::Drawing::Color::PowderBlue;
657         btnTic9->BackColor = System::Drawing::Color::PowderBlue;
658         MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
659         plusone = int::Parse(lblPlayerX->Text);
660         lblPlayerX->Text = Convert::ToString(plusone + 1);
661         plusone = int::Parse(totalGame->Text);
662         totalGame->Text = Convert::ToString(plusone + 1);
663         firstply->Text = "O";
664         prvwinner->Text = "X";
665         Enable_False();
666     }
667     //X-6
668     if (btnTic7->Text == "X" && btnTic8->Text == "X" && btnTic9->Text == "X")
669     {
670         btnTic7->BackColor = System::Drawing::Color::PowderBlue;
671         btnTic8->BackColor = System::Drawing::Color::PowderBlue;
672         btnTic9->BackColor = System::Drawing::Color::PowderBlue;
673         MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
```

The status bar at the bottom indicates 100% zoom, no issues found, line 638, and character 138. The Output window below shows "No issues found".

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- File Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q).
- Toolbars:** Standard toolbar on the left, and a toolbar at the top with icons for file operations, search, and navigation.
- Project Explorer:** Shows the project "tictactoe" with files "MyForm.h" and "MyForm.cpp".
- Code Editor:** Displays the "MyForm.cpp" file content. The code implements logic for determining a winner in a Tic Tac Toe game based on button states (btnTic7, btnTic8, btnTic9 for row 6; btnTic2, btnTic5, btnTic8 for row 7; and btnTic3, btnTic6, btnTic9 for row 8). It uses MessageBox to show the winner and updates player statistics (plusone, lblPlayerX, totalGame, firstply, prvwinner) and button colors.
- Status Bar:** Shows "100%" and "No issues found".
- Output Window:** Shows "Output" and "Show output from: Tsc".

```
664     prvwinner->Text = "X";
665     Enable_False();
666 }
667 //X-6
668 if (btnTic7->Text == "X" && btnTic8->Text == "X" && btnTic9->Text == "X")
{
669     btnTic7->BackColor = System::Drawing::Color::PowderBlue;
670     btnTic8->BackColor = System::Drawing::Color::PowderBlue;
671     btnTic9->BackColor = System::Drawing::Color::PowderBlue;
672     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
673     plusone = int::Parse(lblPlayerX->Text);
674     lblPlayerX->Text = Convert::ToString(plusone + 1);
675     plusone = int::Parse(totalGame->Text);
676     totalGame->Text = Convert::ToString(plusone + 1);
677     firstply->Text = "0";
678     prvwinner->Text = "X";
679     Enable_False();
680 }
681
682 //X-7
683 if (btnTic2->Text == "X" && btnTic5->Text == "X" && btnTic8->Text == "X")
{
684     btnTic2->BackColor = System::Drawing::Color::PowderBlue;
685     btnTic5->BackColor = System::Drawing::Color::PowderBlue;
686     btnTic8->BackColor = System::Drawing::Color::PowderBlue;
687     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
688     plusone = int::Parse(lblPlayerX->Text);
689     lblPlayerX->Text = Convert::ToString(plusone + 1);
690     plusone = int::Parse(totalGame->Text);
691     totalGame->Text = Convert::ToString(plusone + 1);
692     firstply->Text = "0";
693     prvwinner->Text = "X";
694     Enable_False();
695 }
696
697 //X-8
698 if (btnTic3->Text == "X" && btnTic6->Text == "X" && btnTic9->Text == "X")
{
699     btnTic3->BackColor = System::Drawing::Color::PowderBlue;
```

```
697     }
698
699
700 //X-8
701 if (btnTic3->Text == "X" && btnTic6->Text == "X" && btnTic9->Text == "X")
702 {
703     btnTic3->BackColor = System::Drawing::Color::PowderBlue;
704     btnTic6->BackColor = System::Drawing::Color::PowderBlue;
705     btnTic9->BackColor = System::Drawing::Color::PowderBlue;
706     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
707     plusone = int::Parse(lblPlayerX->Text);
708     lblPlayerX->Text = Convert::ToString(plusone + 1);
709     plusone = int::Parse(totalGame->Text);
710     totalGame->Text = Convert::ToString(plusone + 1);
711     firstply->Text = "0";
712     prvwinner->Text = "X";
713     Enable_False();
714 }
715
716 //X-9
717 if (btnTic7->Text == "X" && btnTic5->Text == "X" && btnTic3->Text == "X")
718 {
719     btnTic7->BackColor = System::Drawing::Color::PowderBlue;
720     btnTic5->BackColor = System::Drawing::Color::PowderBlue;
721     btnTic3->BackColor = System::Drawing::Color::PowderBlue;
722     MessageBox::Show("The Winner is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
723     plusone = int::Parse(lblPlayerX->Text);
724     lblPlayerX->Text = Convert::ToString(plusone + 1);
725     plusone = int::Parse(totalGame->Text);
726     totalGame->Text = Convert::ToString(plusone + 1);
727     firstply->Text = "0";
728     prvwinner->Text = "X";
729     Enable_False();
730 }
731 //0-1
732 if (btnTic1->Text == "0" && btnTic2->Text == "0" && btnTic3->Text == "0")
733 {
734     btnTic1->BackColor = System::Drawing::Color::Pink;
735     btnTic2->BackColor = System::Drawing::Color::Pink;
736     btnTic3->BackColor = System::Drawing::Color::Pink;
```

```
727     firstply->Text = "0";
728     prvwinner->Text = "X";
729     Enable_False();
730 }
731 //0-1
732 if (btnTic1->Text == "0" && btnTic2->Text == "0" && btnTic3->Text == "0")
733 {
734     btnTic1->BackColor = System::Drawing::Color::Pink;
735     btnTic2->BackColor = System::Drawing::Color::Pink;
736     btnTic3->BackColor = System::Drawing::Color::Pink;
737     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
738     plusone = int::Parse(lblPlayer0->Text);
739     lblPlayer0->Text = Convert::ToString(plusone + 1);
740     plusone = int::Parse(totalGame->Text);
741     totalGame->Text = Convert::ToString(plusone + 1);
742     firstply->Text = "X";
743     prvwinner->Text = "O";
744     Enable_False();
745 }
746 //0-2
747 if (btnTic1->Text == "0" && btnTic5->Text == "0" && btnTic9->Text == "0")
748 {
749     btnTic1->BackColor = System::Drawing::Color::Pink;
750     btnTic5->BackColor = System::Drawing::Color::Pink;
751     btnTic9->BackColor = System::Drawing::Color::Pink;
752     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
753     plusone = int::Parse(lblPlayer0->Text);
754     lblPlayer0->Text = Convert::ToString(plusone + 1);
755     plusone = int::Parse(totalGame->Text);
756     totalGame->Text = Convert::ToString(plusone + 1);
757     firstply->Text = "X";
758     prvwinner->Text = "O";
759     Enable_False();
760 }
761 //0-3
762 if (btnTic1->Text == "0" && btnTic4->Text == "0" && btnTic7->Text == "0")
763 {
764     btnTic1->BackColor = System::Drawing::Color::Pink;
765     btnTic4->BackColor = System::Drawing::Color::Pink;
766     btnTic7->BackColor = System::Drawing::Color::Pink;
```

100 % No issues found

Output
Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar below has icons for file operations like Open, Save, Print, and a Local Windows Debugger. The title bar shows the project name "tictactoe" and the current file "MyForm.h [Design]".

The main code editor displays C++ code for a Tic Tac Toe application. The code handles various winning conditions (0-3, 0-4, 0-5) by checking button texts and changing their background colors to pink. It also updates player scores and displays a message box for the winner.

```
757     firstply->Text = "X";
758     prwinner->Text = "0";
759     Enable_False();
760 }
761 //0-3
762 if (btnTic1->Text == "0" && btnTic4->Text == "0" && btnTic7->Text == "0")
{
    btnTic1->BackColor = System::Drawing::Color::Pink;
    btnTic4->BackColor = System::Drawing::Color::Pink;
    btnTic7->BackColor = System::Drawing::Color::Pink;
    MessageBox::Show("The Winner is 0", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
    plusone = int::Parse(lblPlayer0->Text);
    lblPlayer0->Text = Convert::ToString(plusone + 1);
    plusone = int::Parse(totalGame->Text);
    totalGame->Text = Convert::ToString(plusone + 1);
    firstply->Text = "X";
    prwinner->Text = "0";
    Enable_False();
}

776
777 //0-4
778 if (btnTic4->Text == "0" && btnTic5->Text == "0" && btnTic6->Text == "0")
{
    btnTic4->BackColor = System::Drawing::Color::Pink;
    btnTic5->BackColor = System::Drawing::Color::Pink;
    btnTic6->BackColor = System::Drawing::Color::Pink;
    MessageBox::Show("The Winner is 0", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
    plusone = int::Parse(lblPlayer0->Text);
    lblPlayer0->Text = Convert::ToString(plusone + 1);
    plusone = int::Parse(totalGame->Text);
    totalGame->Text = Convert::ToString(plusone + 1);
    firstply->Text = "X";
    prwinner->Text = "0";
    Enable_False();
}

792 //0-5
793 if (btnTic7->Text == "0" && btnTic8->Text == "0" && btnTic9->Text == "0")
{
    btnTic7->BackColor = System::Drawing::Color::Pink;
    btnTic8->BackColor = System::Drawing::Color::Pink;
```

The status bar at the bottom indicates "100%" and "No issues found". The output window below shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with a magnifying glass icon.
- Toolbars:** Standard toolbar with icons for file operations, search, and zoom.
- Project Explorer:** Shows the project structure with files MyForm.h, MyForm.cpp, and tictactoe.
- Solution Explorer:** Shows the solution structure with files MyForm.h, MyForm.cpp, and tictactoe.
- Task List:** Shows the task score(score()).
- Code Editor:** Displays the C++ code for the tictactoe::MyForm class. The code handles logic for determining a winner in a Tic Tac Toe game based on button states (btnTic7, btnTic8, btnTic9, btnTic5, btnTic3, btnTic2). It uses MessageBox to show the winner and updates player counts (plusone, lblPlayer0, totalGame, firstply, prvwinner).
- Status Bar:** Shows "No issues found" and the output window status.
- Output Window:** Shows the output from Tsc.

```
790     Enable_False();
791 }
792 //0-5
793 if (btnTic7->Text == "0" && btnTic8->Text == "0" && btnTic9->Text == "0")
794 {
795     btnTic7->BackColor = System::Drawing::Color::Pink;
796     btnTic8->BackColor = System::Drawing::Color::Pink;
797     btnTic9->BackColor = System::Drawing::Color::Pink;
798     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
799     plusone = int::Parse(lblPlayer0->Text);
800     lblPlayer0->Text = Convert::ToString(plusone + 1);
801     plusone = int::Parse(totalGame->Text);
802     totalGame->Text = Convert::ToString(plusone + 1);
803     firstply->Text = "X";
804     prvwinner->Text = "0";
805     Enable_False();
806 }
807 //0-6
808 if (btnTic7->Text == "0" && btnTic5->Text == "0" && btnTic3->Text == "0")
809 {
810     btnTic7->BackColor = System::Drawing::Color::Pink;
811     btnTic5->BackColor = System::Drawing::Color::Pink;
812     btnTic3->BackColor = System::Drawing::Color::Pink;
813     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
814     plusone = int::Parse(lblPlayer0->Text);
815     lblPlayer0->Text = Convert::ToString(plusone + 1);
816     plusone = int::Parse(totalGame->Text);
817     totalGame->Text = Convert::ToString(plusone + 1);
818     firstply->Text = "X";
819     prvwinner->Text = "0";
820     Enable_False();
821 }
822 //0-7
823 if (btnTic2->Text == "0" && btnTic5->Text == "0" && btnTic8->Text == "0")
824 {
825     btnTic2->BackColor = System::Drawing::Color::Pink;
826     btnTic5->BackColor = System::Drawing::Color::Pink;
827     btnTic8->BackColor = System::Drawing::Color::Pink;
828     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
829 }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar. The toolbar has icons for file operations like Open, Save, and Print, along with tabs for Local Windows Debugger and x64.

The main code editor window displays C++ code for a Tic Tac Toe application. The code is organized into several sections based on board positions (0-7, 0-8, 0-1) and handles logic for winning conditions and player scores. The code uses Windows API components like MessageBox and System::Drawing::Color.

```
820     Enable_False();
821 }
822
823 //0-7
824 if (btnTic2->Text == "0" && btnTic5->Text == "0" && btnTic8->Text == "0")
825 {
826     btnTic2->BackColor = System::Drawing::Color::Pink;
827     btnTic5->BackColor = System::Drawing::Color::Pink;
828     btnTic8->BackColor = System::Drawing::Color::Pink;
829     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
830     plusone = int::Parse(lblPlayerO->Text);
831     lblPlayerO->Text = Convert::ToString(plusone + 1);
832     plusone = int::Parse(totalGame->Text);
833     totalGame->Text = Convert::ToString(plusone + 1);
834     firstply->Text = "X";
835     prvwinner->Text = "0";
836     Enable_False();
837 }

838
839 //0-8
840 if (btnTic3->Text == "0" && btnTic6->Text == "0" && btnTic9->Text == "0")
841 {
842     btnTic3->BackColor = System::Drawing::Color::Pink;
843     btnTic6->BackColor = System::Drawing::Color::Pink;
844     btnTic9->BackColor = System::Drawing::Color::Pink;
845     MessageBox::Show("The Winner is O", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
846     plusone = int::Parse(lblPlayerO->Text);
847     lblPlayerO->Text = Convert::ToString(plusone + 1);
848     plusone = int::Parse(totalGame->Text);
849     totalGame->Text = Convert::ToString(plusone + 1);
850     firstply->Text = "X";
851     prvwinner->Text = "0";
852     Enable_False();
853 }

854
855 //0-1
856 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "0" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
857 {
858     btnTic1->BackColor = System::Drawing::Color::Red;
```

The status bar at the bottom shows "100 %", "No issues found", "Ln: 827 Ch: 55 Col: 67", and "TABS". The output window below shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with the word "tictactoe" typed in.
- Toolbox:** Shows the "tictactoe" item under the "Toolbox" tab.
- Code Editor:** Displays the MyForm.h file content. The code is written in C++ and handles logic for a Tic Tac Toe game. It includes three nested if statements (labeled //D-1, //D-2, and //D-3) that check for winning conditions (three 'X's or three '0's in a row, column, or diagonal). If a condition is met, it changes the background color of all buttons to red and displays a message box indicating a draw.
- Status Bar:** Shows "100%" zoom, "No issues found", line 858, character 5, column 14, TABS, and CRLF.
- Output Window:** Shows the "Output" tab and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search field. The toolbar contains various icons for file operations like Open, Save, and Print.

The main window shows the code editor with the file "MyForm.h" open. The code is written in C++ and defines a class "tictactoe::MyForm". The code handles logic for a Tic Tac Toe game, specifically checking for draws (D-3, D-4, and D-5) by comparing button texts and setting button back colors to red if they are equal. It also uses MessageBox::Show to inform the user about a draw.

```
889 //D-3
890 if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->
891 {
892     btnTic1->BackColor = System::Drawing::Color::Red;
893     btnTic2->BackColor = System::Drawing::Color::Red;
894     btnTic3->BackColor = System::Drawing::Color::Red;
895     btnTic4->BackColor = System::Drawing::Color::Red;
896     btnTic5->BackColor = System::Drawing::Color::Red;
897     btnTic6->BackColor = System::Drawing::Color::Red;
898     btnTic7->BackColor = System::Drawing::Color::Red;
899     btnTic8->BackColor = System::Drawing::Color::Red;
900     btnTic9->BackColor = System::Drawing::Color::Red;
901     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
902
903     Enable_False();
904 }
905
906
907 //D-4
908 if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "O" && btnTic4->Text == "O" && btnTic5->
909 {
910     btnTic1->BackColor = System::Drawing::Color::Red;
911     btnTic2->BackColor = System::Drawing::Color::Red;
912     btnTic3->BackColor = System::Drawing::Color::Red;
913     btnTic4->BackColor = System::Drawing::Color::Red;
914     btnTic5->BackColor = System::Drawing::Color::Red;
915     btnTic6->BackColor = System::Drawing::Color::Red;
916     btnTic7->BackColor = System::Drawing::Color::Red;
917     btnTic8->BackColor = System::Drawing::Color::Red;
918     btnTic9->BackColor = System::Drawing::Color::Red;
919     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
920
921     Enable_False();
922 }
923
924 //D-5
925 if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "O" && btnTic5->
926 {
927     btnTic1->BackColor = System::Drawing::Color::Red;
928     btnTic2->BackColor = System::Drawing::Color::Red;
```

The status bar at the bottom indicates "100%" and "No issues found". The output window is visible at the bottom, showing "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with the word "tictactoe" typed in.
- Toolbox:** Shows categories like "tictactoe", "score()", etc.
- Code Editor:** Displays C++ code for a Tic Tac Toe application. The code includes logic for checking winning conditions (D-5, D-6, D-7) and displaying a draw message via MessageBox::Show. It also includes a call to Enable_False().
- Status Bar:** Shows "100 %", "No issues found", "Ln: 923 Ch: 13 TABS".
- Output Window:** Shows the "Output" tab and a dropdown for "Show output from: Tsc".

```
922     }
923 }
924 //D-5
925 if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "O" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "O" &
926 {
927     btnTic1->BackColor = System::Drawing::Color::Red;
928     btnTic2->BackColor = System::Drawing::Color::Red;
929     btnTic3->BackColor = System::Drawing::Color::Red;
930     btnTic4->BackColor = System::Drawing::Color::Red;
931     btnTic5->BackColor = System::Drawing::Color::Red;
932     btnTic6->BackColor = System::Drawing::Color::Red;
933     btnTic7->BackColor = System::Drawing::Color::Red;
934     btnTic8->BackColor = System::Drawing::Color::Red;
935     btnTic9->BackColor = System::Drawing::Color::Red;
936     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
937
938     Enable_False();
939 }
940
941 //D-6
942 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "O" && btnTic4->Text == "O" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "X" &
943 {
944     btnTic1->BackColor = System::Drawing::Color::Red;
945     btnTic2->BackColor = System::Drawing::Color::Red;
946     btnTic3->BackColor = System::Drawing::Color::Red;
947     btnTic4->BackColor = System::Drawing::Color::Red;
948     btnTic5->BackColor = System::Drawing::Color::Red;
949     btnTic6->BackColor = System::Drawing::Color::Red;
950     btnTic7->BackColor = System::Drawing::Color::Red;
951     btnTic8->BackColor = System::Drawing::Color::Red;
952     btnTic9->BackColor = System::Drawing::Color::Red;
953     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
954
955     Enable_False();
956 }
957
958 //D-7
959 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "O" && btnTic4->Text == "O" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "X" &
960 {
961     btnTic1->BackColor = System::Drawing::Color::Red;
```

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with a magnifying glass icon.
- Toolbox:** On the left side, showing various tools and components.
- Code Editor:** The main area displays C++ code for a Tic Tac Toe game. The code includes logic for checking winning conditions across three rows (D-7, D-8, D-9) and drawing conditions. It uses `btnTic1` through `btnTic9` to represent the buttons on the form.
- Status Bar:** Shows "100%" zoom, "No issues found", line number "Ln: 961", character position "Ch: 54", column "Col: 66", and file type "TABS CRLF".
- Output Window:** Located at the bottom, showing "Output" and "Show output from: Tsc".

```
955     Enable_False();
956 }
957
958 //D-7
959 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "0" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
960 {
961     btnTic1->BackColor = System::Drawing::Color::Red;
962     btnTic2->BackColor = System::Drawing::Color::Red;
963     btnTic3->BackColor = System::Drawing::Color::Red;
964     btnTic4->BackColor = System::Drawing::Color::Red;
965     btnTic5->BackColor = System::Drawing::Color::Red;
966     btnTic6->BackColor = System::Drawing::Color::Red;
967     btnTic7->BackColor = System::Drawing::Color::Red;
968     btnTic8->BackColor = System::Drawing::Color::Red;
969     btnTic9->BackColor = System::Drawing::Color::Red;
970     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
971
972     Enable_False();
973 }
974 //D-8
975 if (btnTic1->Text == "X" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "0" &&
976 {
977     btnTic1->BackColor = System::Drawing::Color::Red;
978     btnTic2->BackColor = System::Drawing::Color::Red;
979     btnTic3->BackColor = System::Drawing::Color::Red;
980     btnTic4->BackColor = System::Drawing::Color::Red;
981     btnTic5->BackColor = System::Drawing::Color::Red;
982     btnTic6->BackColor = System::Drawing::Color::Red;
983     btnTic7->BackColor = System::Drawing::Color::Red;
984     btnTic8->BackColor = System::Drawing::Color::Red;
985     btnTic9->BackColor = System::Drawing::Color::Red;
986     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
987
988     Enable_False();
989 }
990 //D-9
991 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "0" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
992 {
993     btnTic1->BackColor = System::Drawing::Color::Red;
```

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The main window shows the code editor with "MyForm.h" selected. The code is written in C++ and defines a class "tictactoe" with a private member "MyForm". The class contains several methods, including "score()", which is currently open in the editor. The code includes logic for checking winning conditions across rows, columns, and diagonals. It uses MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information) to inform the user of a draw. The code editor has syntax highlighting and line numbers from 988 to 1027. The status bar at the bottom right shows "Ln: 991 Ch: 9 Col: 18 TABS CRLF". The bottom left shows the output window with "Output" selected and "Show output from: Tsc".

```
988     Enable_False();
989 }
990
991 //D-9
992 if (btnTic1->Text == "X" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "0" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
993 {
994     btnTic1->BackColor = System::Drawing::Color::Red;
995     btnTic2->BackColor = System::Drawing::Color::Red;
996     btnTic3->BackColor = System::Drawing::Color::Red;
997     btnTic4->BackColor = System::Drawing::Color::Red;
998     btnTic5->BackColor = System::Drawing::Color::Red;
999     btnTic6->BackColor = System::Drawing::Color::Red;
1000    btnTic7->BackColor = System::Drawing::Color::Red;
1001    btnTic8->BackColor = System::Drawing::Color::Red;
1002    btnTic9->BackColor = System::Drawing::Color::Red;
1003    MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1004
1005    Enable_False();
1006 }
1007
1008 //D-10
1009 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1010 {
1011     btnTic1->BackColor = System::Drawing::Color::Red;
1012     btnTic2->BackColor = System::Drawing::Color::Red;
1013     btnTic3->BackColor = System::Drawing::Color::Red;
1014     btnTic4->BackColor = System::Drawing::Color::Red;
1015     btnTic5->BackColor = System::Drawing::Color::Red;
1016     btnTic6->BackColor = System::Drawing::Color::Red;
1017     btnTic7->BackColor = System::Drawing::Color::Red;
1018     btnTic8->BackColor = System::Drawing::Color::Red;
1019     btnTic9->BackColor = System::Drawing::Color::Red;
1020     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1021
1022    Enable_False();
1023 }
1024
1025 //D-11
1026 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
```

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Title Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, Search (Ctrl+Q), tictactoe.
- Toolbox:** Shows categories like tictactoe, MyForm.h, and MyForm.cpp.
- Code Editor:** Displays C++ code for a Tic Tac Toe application. The code includes three nested if statements (D-11, D-12, D-13) that check for winning conditions across rows, columns, and diagonals. Each condition sets all buttons to red and displays a message box.
- Status Bar:** Shows 100% zoom, No issues found, Ln: 1023, Ch: 5, Col: 14, TABS, CRLF.
- Output Window:** Shows "Output" and "Show output from: Tsc".

```
1024
1025
1026 //D-11
1027 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
1028     btnTic1->BackColor = System::Drawing::Color::Red;
1029     btnTic2->BackColor = System::Drawing::Color::Red;
1030     btnTic3->BackColor = System::Drawing::Color::Red;
1031     btnTic4->BackColor = System::Drawing::Color::Red;
1032     btnTic5->BackColor = System::Drawing::Color::Red;
1033     btnTic6->BackColor = System::Drawing::Color::Red;
1034     btnTic7->BackColor = System::Drawing::Color::Red;
1035     btnTic8->BackColor = System::Drawing::Color::Red;
1036     btnTic9->BackColor = System::Drawing::Color::Red;
1037     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1038
1039     Enable_False();
1040 }
1041 //D-12
1042 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "0" && btnTic7->Text == "X" &&
1043 {
1044     btnTic1->BackColor = System::Drawing::Color::Red;
1045     btnTic2->BackColor = System::Drawing::Color::Red;
1046     btnTic3->BackColor = System::Drawing::Color::Red;
1047     btnTic4->BackColor = System::Drawing::Color::Red;
1048     btnTic5->BackColor = System::Drawing::Color::Red;
1049     btnTic6->BackColor = System::Drawing::Color::Red;
1050     btnTic7->BackColor = System::Drawing::Color::Red;
1051     btnTic8->BackColor = System::Drawing::Color::Red;
1052     btnTic9->BackColor = System::Drawing::Color::Red;
1053     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1054
1055     Enable_False();
1056 }
1057 //D-13
1058 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1059 {
1060     btnTic1->BackColor = System::Drawing::Color::Red;
1061     btnTic2->BackColor = System::Drawing::Color::Red;
1062     btnTic3->BackColor = System::Drawing::Color::Red;
```

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The main window shows the code editor with the file "MyForm.h" open. The code is written in C++ and defines a class "tictactoe" with a member function "score()". The function contains logic to check for winning conditions in a 3x3 grid of buttons. It uses nested if statements to check rows, columns, and diagonals. If a win condition is found, it changes the background color of all buttons to red and displays a message box indicating a draw. The code editor has syntax highlighting for C++ and includes a status bar at the bottom showing line 1062, character 54, column 66, and tabs/crlf.

```
1057
1058
1059     //D-13
1060     if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1061     {
1062         btnTic1->BackColor = System::Drawing::Color::Red;
1063         btnTic2->BackColor = System::Drawing::Color::Red;
1064         btnTic3->BackColor = System::Drawing::Color::Red;
1065         btnTic4->BackColor = System::Drawing::Color::Red;
1066         btnTic5->BackColor = System::Drawing::Color::Red;
1067         btnTic6->BackColor = System::Drawing::Color::Red;
1068         btnTic7->BackColor = System::Drawing::Color::Red;
1069         btnTic8->BackColor = System::Drawing::Color::Red;
1070         btnTic9->BackColor = System::Drawing::Color::Red;
1071         MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1072     }
1073
1074
1075     //D-13 - B
1076     if (btnTic1->Text == "X" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "0" &&
1077     {
1078         btnTic1->BackColor = System::Drawing::Color::Red;
1079         btnTic2->BackColor = System::Drawing::Color::Red;
1080         btnTic3->BackColor = System::Drawing::Color::Red;
1081         btnTic4->BackColor = System::Drawing::Color::Red;
1082         btnTic5->BackColor = System::Drawing::Color::Red;
1083         btnTic6->BackColor = System::Drawing::Color::Red;
1084         btnTic7->BackColor = System::Drawing::Color::Red;
1085         btnTic8->BackColor = System::Drawing::Color::Red;
1086         btnTic9->BackColor = System::Drawing::Color::Red;
1087         MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1088     }
1089
1090
1091     //D-14
1092     if (btnTic1->Text == "X" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "0" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1093     {
1094         btnTic1->BackColor = System::Drawing::Color::Red;
1095         btnTic2->BackColor = System::Drawing::Color::Red;
```

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with the word "tictactoe".
- Toolbox:** Shows the "tictactoe" toolbox tab.
- Code Editor:** Displays the MyForm.cpp file content. The code is written in C++ and handles logic for a Tic Tac Toe game across three sections (//O-14, //O-15, and //O-16). It checks if specific button text conditions are met and changes their background color to red if true. It also displays a message box and enables/disables buttons based on the game state.
- Status Bar:** Shows "No issues found", "Ln: 1107 Ch: 5 Col: 14 TABS CRLF".
- Solution Explorer:** Shows a single item "tictactoe" under "Local Windows Debugger".
- Properties Explorer:** Shows "Properties" and "Solution" tabs.

```
1090
1091
1092
1093     if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "O" && btnTic5->Text == "X" && btnTic6->Text == "O" && btnTic7->Text == "O" &&
1094     {
1095         btnTic1->BackColor = System::Drawing::Color::Red;
1096         btnTic2->BackColor = System::Drawing::Color::Red;
1097         btnTic3->BackColor = System::Drawing::Color::Red;
1098         btnTic4->BackColor = System::Drawing::Color::Red;
1099         btnTic5->BackColor = System::Drawing::Color::Red;
1100         btnTic6->BackColor = System::Drawing::Color::Red;
1101         btnTic7->BackColor = System::Drawing::Color::Red;
1102         btnTic8->BackColor = System::Drawing::Color::Red;
1103         btnTic9->BackColor = System::Drawing::Color::Red;
1104         MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1105
1106         Enable_False();
1107     }
1108
1109     //O-15
1110     if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "O" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
1111     {
1112         btnTic1->BackColor = System::Drawing::Color::Red;
1113         btnTic2->BackColor = System::Drawing::Color::Red;
1114         btnTic3->BackColor = System::Drawing::Color::Red;
1115         btnTic4->BackColor = System::Drawing::Color::Red;
1116         btnTic5->BackColor = System::Drawing::Color::Red;
1117         btnTic6->BackColor = System::Drawing::Color::Red;
1118         btnTic7->BackColor = System::Drawing::Color::Red;
1119         btnTic8->BackColor = System::Drawing::Color::Red;
1120         btnTic9->BackColor = System::Drawing::Color::Red;
1121         MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1122
1123         Enable_False();
1124     }
1125
1126     //O-16
1127     if (btnTic1->Text == "O" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "O" && btnTic7->Text == "O" &&
1128     {
1129         btnTic1->BackColor = System::Drawing::Color::Red;
```

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe". The toolbar includes icons for file operations like Open, Save, and Print, along with tabs for "Local Windows Debugger" and "x64". The main window shows two tabs: "MyForm.h" and "MyForm.h [Design]". The "MyForm.h" tab is active, displaying C++ code for a Tic Tac Toe game. The code includes logic for checking winning conditions (D-16, D-17, D-18) and drawing conditions (D-19). It uses MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information) to inform the user of a draw. The code is annotated with line numbers from 1123 to 1162. The status bar at the bottom right shows "Ln: 1129 Ch: 54 Col: 66 TABS CRLF". The left sidebar features a "Toolbox" icon and a "Solution Explorer" window with icons for files, folders, and a search bar.

```
1123     Enable_False();
1124 }
1125
1126 //D-16
1127 if (btnTic1->Text == "0" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1128 {
1129     btnTic1->BackColor = System::Drawing::Color::Red;
1130     btnTic2->BackColor = System::Drawing::Color::Red;
1131     btnTic3->BackColor = System::Drawing::Color::Red;
1132     btnTic4->BackColor = System::Drawing::Color::Red;
1133     btnTic5->BackColor = System::Drawing::Color::Red;
1134     btnTic6->BackColor = System::Drawing::Color::Red;
1135     btnTic7->BackColor = System::Drawing::Color::Red;
1136     btnTic8->BackColor = System::Drawing::Color::Red;
1137     btnTic9->BackColor = System::Drawing::Color::Red;
1138     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1139
1140     Enable_False();
1141
1142
1143 //D-17
1144 if (btnTic1->Text == "X" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "0" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "X" &&
1145 {
1146     btnTic1->BackColor = System::Drawing::Color::Red;
1147     btnTic2->BackColor = System::Drawing::Color::Red;
1148     btnTic3->BackColor = System::Drawing::Color::Red;
1149     btnTic4->BackColor = System::Drawing::Color::Red;
1150     btnTic5->BackColor = System::Drawing::Color::Red;
1151     btnTic6->BackColor = System::Drawing::Color::Red;
1152     btnTic7->BackColor = System::Drawing::Color::Red;
1153     btnTic8->BackColor = System::Drawing::Color::Red;
1154     btnTic9->BackColor = System::Drawing::Color::Red;
1155     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1156
1157     Enable_False();
1158
1159
1160 //D-18
1161 if (btnTic1->Text == "0" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The title bar displays "tictactoe" and "MyForm.h [Design]". The main code editor window shows the file "MyForm.h" with the following content:

```
1159
1160
1161 //D-18
1162 if (btnTic1->Text == "0" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "X" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "0" &&
1163     btnTic1->BackColor = System::Drawing::Color::Red;
1164     btnTic2->BackColor = System::Drawing::Color::Red;
1165     btnTic3->BackColor = System::Drawing::Color::Red;
1166     btnTic4->BackColor = System::Drawing::Color::Red;
1167     btnTic5->BackColor = System::Drawing::Color::Red;
1168     btnTic6->BackColor = System::Drawing::Color::Red;
1169     btnTic7->BackColor = System::Drawing::Color::Red;
1170     btnTic8->BackColor = System::Drawing::Color::Red;
1171     btnTic9->BackColor = System::Drawing::Color::Red;
1172     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1173
1174     Enable_False();
1175 }
1176
1177 //D-17
1178 if (btnTic1->Text == "0" && btnTic2->Text == "X" && btnTic3->Text == "0" && btnTic4->Text == "0" && btnTic5->Text == "X" && btnTic6->Text == "0" && btnTic7->Text == "X" &&
1179     btnTic1->BackColor = System::Drawing::Color::Red;
1180     btnTic2->BackColor = System::Drawing::Color::Red;
1181     btnTic3->BackColor = System::Drawing::Color::Red;
1182     btnTic4->BackColor = System::Drawing::Color::Red;
1183     btnTic5->BackColor = System::Drawing::Color::Red;
1184     btnTic6->BackColor = System::Drawing::Color::Red;
1185     btnTic7->BackColor = System::Drawing::Color::Red;
1186     btnTic8->BackColor = System::Drawing::Color::Red;
1187     btnTic9->BackColor = System::Drawing::Color::Red;
1188     MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1189
1190     Enable_False();
1191 }
1192
1193 //D-18
1194 if (btnTic1->Text == "X" && btnTic2->Text == "0" && btnTic3->Text == "X" && btnTic4->Text == "0" && btnTic5->Text == "0" && btnTic6->Text == "X" && btnTic7->Text == "0" &&
1195     btnTic1->BackColor = System::Drawing::Color::Red;
1196     btnTic2->BackColor = System::Drawing::Color::Red;
```

The status bar at the bottom indicates "100%" zoom, "No issues found", "Ln: 1159 Ch: 13 TABS CRLF", and "Output" with "Show output from: Tsc".

```
1192
1193
1194
1195     //D-18
1196     if (btnTic1->Text == "X" && btnTic2->Text == "O" && btnTic3->Text == "X" && btnTic4->Text == "O" && btnTic5->Text == "X" && btnTic6->Text == "O" && btnTic7->Text == "X" && btnTic8->Text == "O" && btnTic9->Text == "X")
1197     {
1198         btnTic1->BackColor = System::Drawing::Color::Red;
1199         btnTic2->BackColor = System::Drawing::Color::Red;
1200         btnTic3->BackColor = System::Drawing::Color::Red;
1201         btnTic4->BackColor = System::Drawing::Color::Red;
1202         btnTic5->BackColor = System::Drawing::Color::Red;
1203         btnTic6->BackColor = System::Drawing::Color::Red;
1204         btnTic7->BackColor = System::Drawing::Color::Red;
1205         btnTic8->BackColor = System::Drawing::Color::Red;
1206         btnTic9->BackColor = System::Drawing::Color::Red;
1207         MessageBox::Show("Draw Game", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1208
1209         Enable_False();
1210     }
1211
1212     private: System::Void label2_Click(System::Object^ sender, System::EventArgs^ e) {
1213     }
1214     private: System::Void label5_Click(System::Object^ sender, System::EventArgs^ e) {
1215     }
1216     private: System::Void label6_Click(System::Object^ sender, System::EventArgs^ e) {
1217     }
1218     private: System::Void panel4_Paint(System::Object^ sender, System::Windows::Forms::PaintEventArgs^ e) {
1219     }
1220     private: System::Void btnTic1_Click(System::Object^ sender, System::EventArgs^ e) {
1221
1222         if (checker == false)
1223         {
1224             btnTic1->Text = "X";
1225             checker = true;
1226         }
1227         else
1228         {
1229             btnTic1->Text = "O";
1230             checker = false;
1231         }
1232     }
1233
1234     private: System::Void btnTic2_Click(System::Object^ sender, System::EventArgs^ e) {
1235
1236         if (checker == true)
1237         {
1238             btnTic2->Text = "X";
1239             checker = false;
1240         }
1241         else
1242         {
1243             btnTic2->Text = "O";
1244             checker = true;
1245         }
1246     }
1247
1248     private: System::Void btnTic3_Click(System::Object^ sender, System::EventArgs^ e) {
1249
1250         if (checker == true)
1251         {
1252             btnTic3->Text = "X";
1253             checker = false;
1254         }
1255         else
1256         {
1257             btnTic3->Text = "O";
1258             checker = true;
1259         }
1260     }
1261
1262     private: System::Void btnTic4_Click(System::Object^ sender, System::EventArgs^ e) {
1263
1264         if (checker == true)
1265         {
1266             btnTic4->Text = "X";
1267             checker = false;
1268         }
1269         else
1270         {
1271             btnTic4->Text = "O";
1272             checker = true;
1273         }
1274     }
1275
1276     private: System::Void btnTic5_Click(System::Object^ sender, System::EventArgs^ e) {
1277
1278         if (checker == true)
1279         {
1280             btnTic5->Text = "X";
1281             checker = false;
1282         }
1283         else
1284         {
1285             btnTic5->Text = "O";
1286             checker = true;
1287         }
1288     }
1289
1290     private: System::Void btnTic6_Click(System::Object^ sender, System::EventArgs^ e) {
1291
1292         if (checker == true)
1293         {
1294             btnTic6->Text = "X";
1295             checker = false;
1296         }
1297         else
1298         {
1299             btnTic6->Text = "O";
1300             checker = true;
1301         }
1302     }
1303
1304     private: System::Void btnTic7_Click(System::Object^ sender, System::EventArgs^ e) {
1305
1306         if (checker == true)
1307         {
1308             btnTic7->Text = "X";
1309             checker = false;
1310         }
1311         else
1312         {
1313             btnTic7->Text = "O";
1314             checker = true;
1315         }
1316     }
1317
1318     private: System::Void btnTic8_Click(System::Object^ sender, System::EventArgs^ e) {
1319
1320         if (checker == true)
1321         {
1322             btnTic8->Text = "X";
1323             checker = false;
1324         }
1325         else
1326         {
1327             btnTic8->Text = "O";
1328             checker = true;
1329         }
1330     }
1331
1332     private: System::Void btnTic9_Click(System::Object^ sender, System::EventArgs^ e) {
1333
1334         if (checker == true)
1335         {
1336             btnTic9->Text = "X";
1337             checker = false;
1338         }
1339         else
1340         {
1341             btnTic9->Text = "O";
1342             checker = true;
1343         }
1344     }
1345 }
```

```
1219     }
1220     private: System::Void btnTic1_Click(System::Object^ sender, System::EventArgs^ e) {
1221         if (checker == false)
1222         {
1223             btnTic1->Text = "X";
1224             checker = true;
1225         }
1226         else
1227         {
1228             btnTic1->Text = "O";
1229             checker = false;
1230         }
1231         score();
1232         btnTic1->Enabled = false;
1233     }
1234
1235     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1236     {
1237         checker = false;
1238
1239         if (checker == false)
1240         {
1241             btnTic1->Text = "X";
1242             checker = true;
1243         }
1244         else
1245         {
1246             btnTic1->Text = "O";
1247             checker = false;
1248         }
1249         afterng();
1250         score();
1251         btnTic1->Enabled = false;
1252     }
1253 }
1254
1255 }
```

Output

Show output from: Tsc

A screenshot of the Microsoft Visual Studio IDE interface. The main window shows the code editor with the file `MyForm.h` open. The code is C++ and defines a class `tictactoe::MyForm`. The editor highlights a section of code related to button `btnTic1` being clicked. The Solution Explorer on the right shows a single project named `tictactoe` with one item, `MyForm.h`.

```
1255     btnTic1->Enabled = false;
1256 }
1257 }
1258
1259 private: System::Void btnTic2_Click(System::Object^ sender, System::EventArgs^ e) {
1260     if (checker == false)
1261     {
1262         btnTic2->Text = "X";
1263         checker = true;
1264     }
1265     else
1266     {
1267         btnTic2->Text = "O";
1268         checker = false;
1269     }
1270     score();
1271     btnTic2->Enabled = false;
1272
1273     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1274     {
1275         checker = false;
1276
1277         if (checker == false)
1278         {
1279             btnTic2->Text = "X";
1280             checker = true;
1281         }
1282         else
1283         {
1284             btnTic2->Text = "O";
1285             checker = false;
1286         }
1287         afterng();
1288         score();
1289         btnTic2->Enabled = false;
1290     }
1291 }
1292
1293 }
1294 }
```

The status bar at the bottom indicates "No issues found". The output window below the status bar shows "Output" and "Show output from: Tsc".

```
1294
1295
1296
1297 private: System::Void btnTic3_Click(System::Object^ sender, System::EventArgs^ e) {
1298     if (checker == false)
1299     {
1300         btnTic3->Text = "X";
1301         checker = true;
1302     }
1303     else
1304     {
1305         btnTic3->Text = "O";
1306         checker = false;
1307     }
1308     score();
1309     btnTic3->Enabled = false;
1310
1311     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1312     {
1313         checker = false;
1314
1315         if (checker == false)
1316         {
1317             btnTic3->Text = "X";
1318             checker = true;
1319         }
1320
1321         else
1322         {
1323             btnTic3->Text = "O";
1324             checker = false;
1325         }
1326     }
1327     afterng();
1328     score();
1329     btnTic3->Enabled = false;
1330
1331 }
1332
1333 }
```

No issues found

Output

Show output from: Tsc

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar "Search (Ctrl+Q)". The toolbar contains icons for file operations like Open, Save, and Print, along with a Local Windows Debugger icon.

The main code editor window shows the file "MyForm.cpp" with the following code:

```
1333
1334
1335
1336 private: System::Void btnTic4_Click(System::Object^ sender, System::EventArgs^ e)
1337 {
1338     if (checker == false)
1339     {
1340         btnTic4->Text = "X";
1341         checker = true;
1342     }
1343     else
1344     {
1345         btnTic4->Text = "O";
1346         checker = false;
1347     }
1348     score();
1349     btnTic4->Enabled = false;
1350
1351     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1352     {
1353         checker = false;
1354
1355         if (checker == false)
1356         {
1357             btnTic4->Text = "X";
1358             checker = true;
1359         }
1360         else
1361         {
1362             btnTic4->Text = "O";
1363             checker = false;
1364         }
1365         afterng();
1366         score();
1367         btnTic4->Enabled = false;
1368     }
1369 }
1370
1371 }
1372
```

The status bar at the bottom indicates "Ln: 1331 Ch: 3 Col: 6 TABS CRLF".

The Output window below shows "No issues found".

```
1375 }
1376 }
1377 private: System::Void btnTic5_Click(System::Object^ sender, System::EventArgs^ e) {
1378     if (checker == false)
1379     {
1380         btnTic5->Text = "X";
1381         checker = true;
1382     }
1383     else
1384     {
1385         btnTic5->Text = "O";
1386         checker = false;
1387     }
1388     score();
1389     btnTic5->Enabled = false;
1390
1391     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1392     {
1393         checker = false;
1394
1395         if (checker == false)
1396         {
1397             btnTic5->Text = "X";
1398             checker = true;
1399         }
1400         else
1401         {
1402             btnTic5->Text = "O";
1403             checker = false;
1404         }
1405         afterng();
1406         score();
1407         btnTic5->Enabled = false;
1408     }
1409     score();
1410     btnTic5->Enabled = false;
1411 }
1412
1413
1414 }
```

100 % No issues found

Output

Show output from: Tsc

Ln: 1370 Ch: 28 Col: 34 TABS CRLF

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The toolbar contains various icons for file operations like Open, Save, and Print.

The code editor window shows the file `MyForm.h` (Design tab selected). The code is as follows:

```
1414
1415 }
1416 private: System::Void btnTic6_Click(System::Object^ sender, System::EventArgs^ e) {
1417     if (checker == false)
1418     {
1419         btnTic6->Text = "X";
1420         checker = true;
1421     }
1422     else
1423     {
1424         btnTic6->Text = "O";
1425         checker = false;
1426     }
1427     score();
1428     btnTic6->Enabled = false;
1429
1430     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1431     {
1432         checker = false;
1433
1434
1435         if (checker == false)
1436         {
1437             btnTic6->Text = "X";
1438             checker = true;
1439
1440         }
1441         else
1442         {
1443             btnTic6->Text = "O";
1444             checker = false;
1445
1446
1447         }
1448         afterng();
1449         score();
1450         btnTic6->Enabled = false;
1451
1452     }
1453 }
```

The status bar at the bottom indicates "100% No issues found" and provides line, character, column, and tab information: Ln: 1411 Ch: 28 Col: 34 TABS CRLF.

The Output window below shows "Output" and "Show output from: Tsc".

A screenshot of the Microsoft Visual Studio IDE interface. The main window shows the code editor with the file `MyForm.h` open. The code is C++ and defines a class `tictactoe::MyForm` with a private member function `btnTic7_Click`. The function handles a click event on button `btnTic7`, setting its text to either "X" or "O" based on a boolean variable `checker`. It also calls `score()` and disables the button. The code editor has syntax highlighting and line numbers from 1453 to 1492. The status bar at the bottom indicates "No issues found". To the right of the code editor is the Solution Explorer, which shows a single project named "tictactoe". Below the code editor is the Output window, which is currently empty.

```
1453
1454
1455
1456     private: System::Void btnTic7_Click(System::Object^ sender, System::EventArgs^ e) {
1457         if (checker == false)
1458         {
1459             btnTic7->Text = "X";
1460             checker = true;
1461         }
1462         else
1463         {
1464             btnTic7->Text = "O";
1465             checker = false;
1466         }
1467         score();
1468         btnTic7->Enabled = false;
1469     }
1470     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1471     {
1472         checker = false;
1473
1474         if (checker == false)
1475         {
1476             btnTic7->Text = "X";
1477             checker = true;
1478         }
1479         else
1480         {
1481             btnTic7->Text = "O";
1482             checker = false;
1483         }
1484         afterng();
1485         score();
1486         btnTic7->Enabled = false;
1487     }
1488 }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar displays "tictactoe". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help. The toolbar has icons for file operations like Open, Save, and Print. The status bar at the bottom shows "100% No issues found" and "Ln: 1492 Ch: 5 TABS CRLF".

The main window displays the code for `MyForm.h`. The code is part of the `tictactoe` project. The current tab is `MyForm.h [Design]`. The code handles button click events for buttons `btnTic7` and `btnTic8`. The logic involves checking the state of a variable `checker` (which is `false` for X and `true` for O) and updating the button text and `checker` value accordingly. It also calls `score()` and `afterng()` methods.

```
1495 }  
1496  
1497 private: System::Void btnTic8_Click(System::Object^ sender, System::EventArgs^ e) {  
1498     if (checker == false)  
1499     {  
1500         btnTic8->Text = "X";  
1501         checker = true;  
1502     }  
1503     else  
1504     {  
1505         btnTic8->Text = "O";  
1506         checker = false;  
1507     }  
1508     score();  
1509     btnTic8->Enabled = false;  
1510  
1511     if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")  
1512     {  
1513         checker = false;  
1514  
1515  
1516         if (checker == false)  
1517         {  
1518             btnTic8->Text = "X";  
1519             checker = true;  
1520         }  
1521         else  
1522         {  
1523             btnTic8->Text = "O";  
1524             checker = false;  
1525         }  
1526         afterng();  
1527         score();  
1528         btnTic8->Enabled = false;  
1529     }  
1530 }  
1531  
1532  
1533  
1534 }
```

The code editor shows lines 1495 to 1534. The status bar indicates "Ln: 1492 Ch: 5 TABS CRLF". The output window at the bottom shows "Output" and "Show output from: Tsc".

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- File Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q).
- Toolbox:** Standard icons for file operations.
- Project Explorer:** Shows the project structure with files MyForm.h, MyForm.h [Design], and MyForm.cpp.
- Solution Explorer:** Shows the solution structure with files MyForm.h, MyForm.cpp, and tictactoe.cs.
- Task List:** Shows the method btnTic8_Click.
- Code Editor:** Displays the C# code for the btnTic9_Click event handler. The code handles button state (X or O), checker logic, and updates the prvwinner button's text based on the checker value. It also calls score() and afterng().

```
1537     }
1538     private: System::Void btnTic9_Click(System::Object^ sender, System::EventArgs^ e) {
1539         if (checker == false)
1540         {
1541             btnTic9->Text = "X";
1542             checker = true;
1543         }
1544         else
1545         {
1546             btnTic9->Text = "O";
1547             checker = false;
1548         }
1549         score();
1550         btnTic9->Enabled = false;
1551
1552         if (prvwinner->Text == "New Game" || prvwinner->Text == "Unfinished" || prvwinner->Text == "DRAW")
1553         {
1554             checker = false;
1555
1556             if (checker == false)
1557             {
1558                 btnTic9->Text = "X";
1559                 checker = true;
1560             }
1561             else
1562             {
1563                 btnTic9->Text = "O";
1564                 checker = false;
1565             }
1566             afterng();
1567             score();
1568             btnTic9->Enabled = false;
1569         }
1570     }
1571 }
```

- Status Bar:** Shows 100% zoom and a message: No issues found.
- Output Window:** Shows the output from Tsc.

The screenshot shows the Microsoft Visual Studio IDE interface. The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The toolbar has icons for file operations like Open, Save, and Print, along with a Local Windows Debugger icon. The solution explorer shows a project named "tictactoe" with files MyForm.h and MyForm.cpp. The code editor displays MyForm.h, specifically the reset_Click method:

```
1576 }
1577 private: System::Void reset_Click(System::Object^ sender, System::EventArgs^ e) {
1578     if (MessageBox::Show("Are you sure for a Game Reset?", "Tic Tac Toe", MessageBoxButtons::YesNo, MessageBoxIcon::Question) == System::Windows::Forms::DialogResult::Yes)
1579     {
1580         btnTic1->Enabled = true;
1581         btnTic2->Enabled = true;
1582         btnTic3->Enabled = true;
1583         btnTic4->Enabled = true;
1584         btnTic5->Enabled = true;
1585         btnTic6->Enabled = true;
1586         btnTic7->Enabled = true;
1587         btnTic8->Enabled = true;
1588         btnTic9->Enabled = true;
1589
1590         btnTic1->Text = "";
1591         btnTic2->Text = "";
1592         btnTic3->Text = "";
1593         btnTic4->Text = "";
1594         btnTic5->Text = "";
1595         btnTic6->Text = "";
1596         btnTic7->Text = "";
1597         btnTic8->Text = "";
1598         btnTic9->Text = "";
1599
1600         btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
1601         btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
1602         btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
1603         btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
1604         btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
1605         btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1606         btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1607         btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1608         btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1609
1610         btnTic1->Font = System::Drawing::Font::CreateFont(16, 16);
1611         btnTic2->Font = System::Drawing::Font::CreateFont(16, 16);
1612         btnTic3->Font = System::Drawing::Font::CreateFont(16, 16);
1613         btnTic4->Font = System::Drawing::Font::CreateFont(16, 16);
1614         btnTic5->Font = System::Drawing::Font::CreateFont(16, 16);
1615     }
1616 }
```

The status bar at the bottom shows "100% No issues found" and "Ln: 1575 Ch: 2 Col: 5 TABS CRLF". The output window below shows "Output" and "Show output from: Tsc".

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe
Toolbox MyForm.h [Design] MyForm.cpp
tictactoe
1609     btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1610     btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1611     btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1612     btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1613
1614
1615
1616     MessageBox::Show("Game Reset", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1617 }
1618 else {
1619     MessageBox::Show("You pressed NO!", "Game Continue");
1620 }
1621
1622
1623
1624
1625
1626
1627 private: System::Void lblPlayerX_Click(System::Object^ sender, System::EventArgs^ e) {
1628 }
1629
1630 private: System::Void newgame_Click(System::Object^ sender, System::EventArgs^ e) {
1631     if (MessageBox::Show("Are you sure for a New Game? ", "Tic Tac Toe", MessageBoxButtons::YesNo, MessageBoxIcon::Question) == System::Windows::Forms::DialogResult::Yes)
1632     {
1633         btnTic1->Enabled = true;
1634         btnTic2->Enabled = true;
1635         btnTic3->Enabled = true;
1636         btnTic4->Enabled = true;
1637         btnTic5->Enabled = true;
1638         btnTic6->Enabled = true;
1639         btnTic7->Enabled = true;
1640         btnTic8->Enabled = true;
1641         btnTic9->Enabled = true;
1642
1643
1644         btnTic1->Text = "";
1645         btnTic2->Text = "";
1646         btnTic3->Text = "";
1647         btnTic4->Text = "";
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```

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) tictactoe
MyForm.h MyForm.h [Design] MyForm.cpp
tictactoe
1642     btnTic9->Enabled = true;
1643
1644     btnTic1->Text = "";
1645     btnTic2->Text = "";
1646     1647     btnTic3->Text = "";
1648     btnTic4->Text = "";
1649     btnTic5->Text = "";
1650     btnTic6->Text = "";
1651     btnTic7->Text = "";
1652     btnTic8->Text = "";
1653     btnTic9->Text = "";
1654
1655
1656     btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
1657     btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
1658     btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
1659     btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
1660     btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
1661     btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1662     btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1663     btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1664     btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1665
1666     lblPlayer0->Enabled = true;
1667     lblPlayerX->Enabled = true;
1668     lblDraw->Enabled = true;
1669     lblUnfinished->Enabled = true;
1670     totalGame->Enabled = true;
1671
1672     lblPlayer0->Text = "0";
1673     lblPlayerX->Text = "0";
1674     lblDraw->Text = "0";
1675     lblUnfinished->Text = "0";
1676     totalGame->Text = "0";
1677
1678
1679     MessageBox::Show("New Game, First Player is X. ", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1680     defaultPly();
1681
100% No issues found Ln: 1647 Ch: 22 Col: 28 TABS CRLF
Output Show output from: Tsc
```

The screenshot shows the Microsoft Visual Studio IDE interface with the following details:

- Title Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, Search (Ctrl+Q), tictactoe
- Toolbars:** Standard, Debugging, Local Windows Debugger, Task List, Solution Explorer, Properties, Task List, Status Bar.
- Code Editor:** The main window displays the file `tictactoe.cpp`. The code is written in C++ and handles user interactions for a Tic Tac Toe game. It includes logic for starting a new game, continuing from a previous state, and handling button clicks to mark the board.
- Status Bar:** Shows "100%" zoom, "No issues found", "Ln: 1677 Ch: 9".
- Output Window:** Shows "Output" and "Show output from: Tsc".

```
1675     lblUnfinished->Text = "0";
1676     totalGame->Text = "0";
1677     
1678
1679
1680     MessageBox::Show("New Game, First Player is X. ", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1681     defaultPly();
1682
1683 }
1684
1685 else {
1686
1687     MessageBox::Show("You pressed NO!", "Game Continue");
1688
1689 }
1690
1691 }
1692 private: System::Void label3_Click(System::Object^ sender, System::EventArgs^ e) {
1693 }
1694
1695
1696
1697 private: System::Void firstply_Click(System::Object^ sender, System::EventArgs^ e) {
1698 }
1699
1700
1701 private: System::Void label3_Click_1(System::Object^ sender, System::EventArgs^ e) {
1702 }
1703 private: System::Void prvwinner_Click(System::Object^ sender, System::EventArgs^ e) {
1704
1705 }
1706
1707 private: System::Void unfGame_Click(System::Object^ sender, System::EventArgs^ e) {
1708
1709     if (MessageBox::Show("Unfinished Game?", "Tic Tac Toe", MessageBoxButtons::YesNo, MessageBoxIcon::Question) == System::Windows::Forms::DialogResult::Yes)
1710     {
1711
1712         btnTic1->Enabled = true;
1713         btnTic2->Enabled = true;
1714         btnTic3->Enabled = true;
1715     }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a Search (Ctrl+Q) field. The title bar displays "tictactoe". The toolbar contains various icons for file operations like Open, Save, and Print.

The main code editor window shows MyForm.h with the following C++ code:

```
1705
1706 }
1707 private: System::Void unfGame_Click(System::Object^ sender, System::EventArgs^ e) {
1708     if (MessageBox::Show("Unfinished Game?", "Tic Tac Toe", MessageBoxButtons::YesNo, MessageBoxIcon::Question) == System::Windows::Forms::DialogResult::Yes)
1709     {
1710
1711         btnTic1->Enabled = true;
1712         btnTic2->Enabled = true;
1713         btnTic3->Enabled = true;
1714         btnTic4->Enabled = true;
1715         btnTic5->Enabled = true;
1716         btnTic6->Enabled = true;
1717         btnTic7->Enabled = true;
1718         btnTic8->Enabled = true;
1719         btnTic9->Enabled = true;
1720
1721
1722         btnTic1->Text = "";
1723         btnTic2->Text = "";
1724         btnTic3->Text = "";
1725         btnTic4->Text = "";
1726         btnTic5->Text = "";
1727         btnTic6->Text = "";
1728         btnTic7->Text = "";
1729         btnTic8->Text = "";
1730         btnTic9->Text = "";
1731
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1733         btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
1734         btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
1735         btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
1736         btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
1737         btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
1738         btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1739         btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1740         btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1741         btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1742
1743
1744 }
```

The status bar at the bottom indicates "100%" zoom, "Ln: 1713 Ch: 27", and "No issues found".

The screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for a C++ Windows application named "tictactoe". The code is contained within the file "MyForm.cpp". The code handles various button click events, specifically for buttons labeled 1 through 9. It includes logic to check for a win or draw, update a label with the number of unfinished games, and show a message box for game reset or draw conditions. The interface also shows the "Solution Explorer" and "Properties" panes on the right side.

```
1741     btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1742     btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1743
1744
1745     plusone = int::Parse(lblUnfinished->Text);
1746     lblUnfinished->Text = Convert::ToString(plusone + 1);
1747     plusone = int::Parse(totalGame->Text);
1748     totalGame->Text = Convert::ToString(plusone + 1);
1749     MessageBox::Show("Game Reset, First Player is X", "Tic Tac Toe", MessageBoxButtons::OK, MessageBoxIcon::Information);
1750     defaultUnf();
1751 }
1752
1753 else {
1754
1755     MessageBox::Show("You pressed NO!", "Game Continue");
1756
1757 }
1758
1759
1760
1761     [private: System::Void label7_Click(System::Object^ sender, System::EventArgs^ e) {
1762     }
1763     [private: System::Void label8_Click(System::Object^ sender, System::EventArgs^ e) {
1764     }
1765     [private: System::Void label8_Click_1(System::Object^ sender, System::EventArgs^ e) {
1766     }
1767     [private: System::Void MyForm_Load(System::Object^ sender, System::EventArgs^ e) {
1768     }
1769     [private: System::Void label11_Click(System::Object^ sender, System::EventArgs^ e) {
1770     }
1771     [private: System::Void drawBtn_Click(System::Object^ sender, System::EventArgs^ e) {
1772
1773         if (MessageBox::Show("Draw Game, Back to X Player", "Tic Tac Toe", MessageBoxButtons::YesNo, MessageBoxIcon::Question) == System::Windows::Forms::DialogResult::Yes)
1774     {
1775
1776             btnTic1->Enabled = true;
1777             btnTic2->Enabled = true;
1778             btnTic3->Enabled = true;
1779             btnTic4->Enabled = true;
1780             btnTic5->Enabled = true;
```

The screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for `MyForm.h` in the `Design` tab. The code is part of the `tictactoe` project, specifically the `tictactoe::MyForm` class. The code handles button enabled states and text updates for a 3x3 grid of buttons. The `Output` window at the bottom shows no issues found.

```
1774     {
1775         btnTic1->Enabled = true;
1776         btnTic2->Enabled = true;
1777         btnTic3->Enabled = true;
1778         btnTic4->Enabled = true;
1779         btnTic5->Enabled = true;
1780         btnTic6->Enabled = true;
1781         btnTic7->Enabled = true;
1782         btnTic8->Enabled = true;
1783         btnTic9->Enabled = true;
1784
1785
1786         btnTic1->Text = "";
1787         btnTic2->Text = "";
1788         btnTic3->Text = "";
1789         btnTic4->Text = "";
1790         btnTic5->Text = "";
1791         btnTic6->Text = "";
1792         btnTic7->Text = "";
1793         btnTic8->Text = "";
1794         btnTic9->Text = "";
1795
1796
1797         btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
1798         btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
1799         btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
1800         btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
1801         btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
1802         btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1803         btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1804         btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1805         btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1806
1807
1808
1809         plusone = int::Parse(lblDraw->Text);
1810         lblDraw->Text = Convert::ToString(plusone + 1);
1811         plusone = int::Parse(totalGame->Text);
1812         totalGame->Text = Convert::ToString(plusone + 1);
1813         defaultDraw();
1814
1815 }
```

```
1789     btnTic3->Text = "";
1790     btnTic4->Text = "";
1791     btnTic5->Text = "";
1792     btnTic6->Text = "";
1793     btnTic7->Text = "";
1794     btnTic8->Text = "";
1795     btnTic9->Text = "";
1796
1797     btnTic1->BackColor = System::Drawing::Color::WhiteSmoke;
1798     btnTic2->BackColor = System::Drawing::Color::WhiteSmoke;
1799     btnTic3->BackColor = System::Drawing::Color::WhiteSmoke;
1800     btnTic4->BackColor = System::Drawing::Color::WhiteSmoke;
1801     btnTic5->BackColor = System::Drawing::Color::WhiteSmoke;
1802     btnTic6->BackColor = System::Drawing::Color::WhiteSmoke;
1803     btnTic7->BackColor = System::Drawing::Color::WhiteSmoke;
1804     btnTic8->BackColor = System::Drawing::Color::WhiteSmoke;
1805     btnTic9->BackColor = System::Drawing::Color::WhiteSmoke;
1806
1807
1808     plusone = int::Parse(lblDraw->Text);
1809     lblDraw->Text = Convert::ToString(plusone + 1);
1810     plusone = int::Parse(totalGame->Text);
1811     totalGame->Text = Convert::ToString(plusone + 1);
1812     defaultDraw();
1813 }
1814
1815
1816 else {
1817
1818     MessageBox::Show("You pressed NO!", "Game Continue");
1819 }
1820
1821
1822
1823
1824 ];
1825 }
1826
```