

## ASSIGNMENT #5 SOLUTION (Part Two)

```
/**
```

Board can represents 2D 3\*3 array for TicTacToe game.

It can check if someone wins or a cat's game.

It can check if a square has been chosen.

It can also mark an X or O from the player's choice.

```
*/
```

```
class Board
```

```
{
```

```
    private int [][] myBoard = new int [3][3];
```

```
    public Board()
```

```
//Create a 3 by 3 array and use for a tic tac toe board
```

```
    {
```

```
        for (int row = 0; row < 3; row++)
```

```
        {
```

```
            for (int column = 0; column < 3; column++)
```

```
            {
```

```
                myBoard [row] [column] = 0;
```

```
            }
```

```
        }
```

```
    }
```

```
public void markFirst(int row, int column)
```

```
// markFirst makes places a 2 accumulation for X
```

```
{
```

```
    myBoard [row] [column] = 2;
```

```
}
```

```
public void markSecond(int row, int column)
```

```
// markSecond makes places a 1 accumulation for O
```

```
{
```

```
    myBoard [row] [column] = 1;
```

```
}
```

```
public boolean elementMarked(int row, int column)
```

```
// elementMarked returns a true if the space has been taken
```

```
{
```

```
    if (myBoard [row] [column] == 0)    return false;
```

```
    else    return true;
```

```
}
```

```
/*
```

Win constructor checks if someone wins.

Here are the meanings of each return type

- 'None' means no winner;
- 'First' means X won;

- 'Second' means O won;
- 'Cat' means a Cat's game.

```
*/
```

```

public char win()
{
    char winner = 'None';
    int catCheck = 1;

    for (int column = 0; column < 3; column++)                // Check the columns
    {
        int accumulation = myBoard [0] [column] * myBoard [1] [column] * myBoard [2] [column];
        if (accumulation == 8)                                // 2*2*2 = 8, a win for X
        {
            winner = 'First';
            break;
        }
        if(accumulation == 1)                                // 1*1*1 = 1, a win for O
        {
            winner = 'Second';
            break;
        }
    }

    if (winner != 'None')    return winner;
}

```

```
for (int row = 0; row < 3; row++)
```

```
// Check the rows
```

```
{  
    int accumulation = myBoard [row] [0] * myBoard [row] [1] * myBoard [row] [2];  
    if (accumulation == 8)  
    {  
        winner = 'X';  
        break;  
    }  
    if (accumulation == 1)  
    {  
        winner = 'Second';  
        break;  
    }  
}
```

```
if (winner != 'None')    return winner;
```

```
int accumulation = myBoard [0] [0] * myBoard [1] [1] * myBoard [2] [2];
```

```
// Check one diagonal
```

```
if (accumulation == 1)  winner = 'Second';
```

```
if (accumulation == 8)  winner = 'First';
```

```
accumulation = myBoard [0] [2] * myBoard [1] [1] * myBoard [2] [0];
```

```
// Check the other diagonal
```

```
if (accumulation == 1) winner = 'Second';
```

```
if (accumulation == 8) winner = 'First';
```

```
if (winner == 'None')
```

```
// If nobody's won, Check for a cat's game
```

```
{
```

```
    for (int row = 0; row < 3; row++)
```

```
    {
```

```
        for (int column = 0; column < 3; column++)
```

```
        {
```

```
            catCheck *= myBoard [row] [column];
```

```
        }
```

```
    }
```

```
    if (catCheck != 0)        winner = 'Cat';
```

```
// any empty space is a zero
```

```
}
```

```
return winner;
```

```
}
```

```
public String toString()
```

```
//toString enables printing out of the board
```

```
{
```

```
    String printBoard = "";
```

```
    char XorO;
```

```
int position = 49;
```

```
// In ASCII, 49 stands for number 1
```

```
for (int row = 0; row < 3; row++)
```

```
{
```

```
    for (int column = 0; column < 3; column++)
```

```
    {
```

```
        if (myBoard[row] [column] == 1)
```

```
            XorO = (char) (myBoard [row] [column] + 78);
```

```
// In ASCII, 79 stands for an O: (78+1)
```

```
        else
```

```
            if (myBoard[row] [column] == 2)
```

```
                XorO = (char) (myBoard [row] [column] + 86);
```

```
// In ASCII, 88 stands for an X: (86+2)
```

```
            else
```

```
                XorO = (char) (position);
```

```
            position++;
```

```
        printBoard = printBoard + XorO + " ";
```

```
    }
```

```
    printBoard = printBoard + "\n" ;
```

```
// starts a new line at the end of a row
```

```
}
```

```
return printBoard;
```

```
}
```

```
// The end of String
```

```
}
```

```
// The end of class
```