ARRAYS Topic: on Exercise ###

2025-06-30 Date:** **Due

Implementation** Game Tic-Tac-Toe 3: **Exercise

C in Pointers and Allocation, Memory Dynamic Structures, **Topics:**

Description:** **General

tie. a in resulting filled, are cells the all when or wins player a when end will game The diagonally. or
vertically, horizontally, either row a in symbols their of three get to trying board, the on 'O') or 'X'
(either symbols their marking turns take will Players 7). 5, 3, (e.g., odd always is N where N x N size
of board a on played be will game The game. Tic-Tac-Toe classic a implement will you exercise, this
In

Requirements:** **Exercise

follows: as defined `GameBoard` struct a using represented be will board game The

```c
board game the represent to Structure //
{ struct typedef
empty) or 'O', ('X', values board the Stores //      board; char**
size) x (size size board //         size; int
'O') or ('X' player current the of symbol the Stores // currentPlayer; char
```

Structure:** Board **Game

N. x N size have will board The -

empty. be or symbol, player's a representing character a contain will board game the on cell Each -

Management:** **Game

empty an with start will game The -