```cpp
 1 /***********************************************************************
 2  * PROGRAMMER : Ali Eshghi
 3  * STUDENT ID : 1112261
 4  * CLASS      : CS1B
 5  * SECTION    : MW 7:30pm
 6  * Assign #2  : tic-tac-toe game (multi-dimensional arrays)
 7  * DUE DATE   : 19 September 2019
 8  ***********************************************************************/
 9 #include "MyHeader.h"
10
11 /***********************************************************************
12  * SwitchToken
13  *   This function switches the active player.
14  *   It takes in a parameter representing the current player's token
15  *   as a character value (either an X or an O) and returns the opposite.
16  *   For example, if this function receives an X it returns an O. If it
17  *   receives and O it returns and X.
18  *
19  * RETURNS: the token opposite of the one in which it receives.
20  ***********************************************************************/
21
22 char SwitchToken(char token)
23 {
24
25     if(token == 'X')
26     {
27         token = 'O';
28     }
29     else if(token == 'O')
30     {
31         token = 'X';
32     }
33
34     return token;
35 }
36
```