

by
Aisyah Nizman

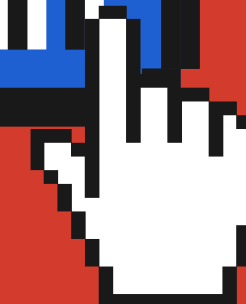


TIC TAC TOE

PROJECT 1

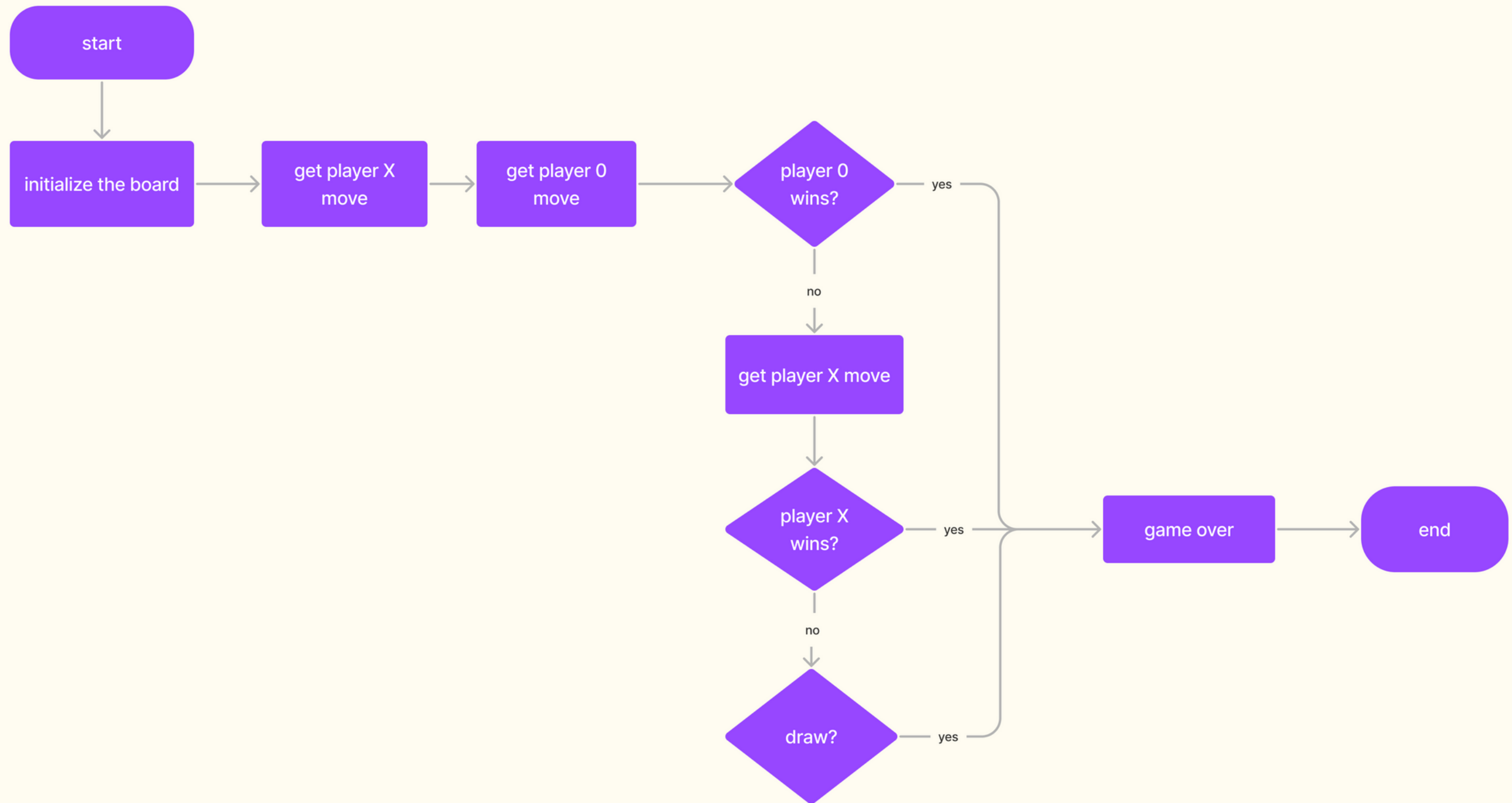
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TIC TAC TOE: FLOW DIAGRAM

flow diagram



TIC TAC TOE: PSEUDOCODE

1. Create/ initialize empty 3X3 board
2. Display the board
3. While nobody wins and it's not a tie
 - a. if it's player X turn
 - i. get player X moves
 - ii. update the board with the move
 - b. otherwise
 - i. get player O moves
 - ii. update the board with the move
4. determine the winner or declare the tie

TIC TAC TOE: WIREFRAME

