

CS 1181 - Computer Science II

Practice Problem: TicTacToe

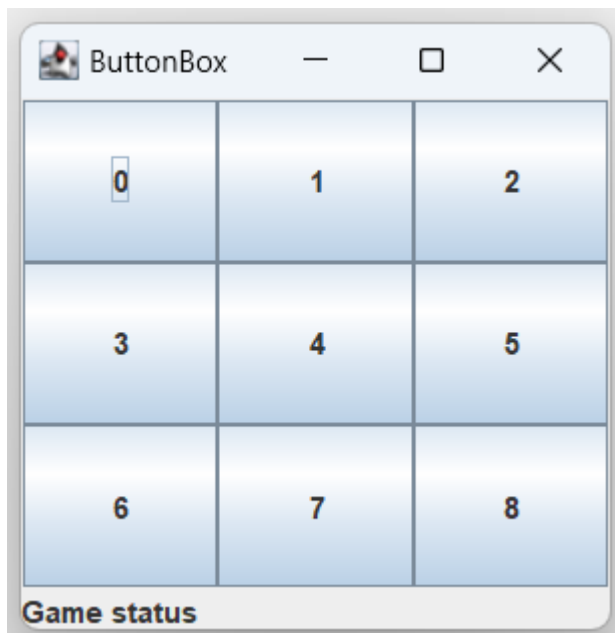
Purpose: To review and practice creating and using event handlers.

For this lab you will create a graphical TicTacToe game.

Part A:

Create a main window containing a 3 x 3 grid of pushable buttons. The buttons should be labeled 1 through 9. They do not have to do anything when pushed. You should create your button grid using a for loop, rather than repeating the same code 9 times. Finally add a label with the text "Game status" to the bottom of your window.

Your main window should appear as shown below:



Part B:

Add event handlers to the buttons in your TicTacToe GUI so that label of the first button clicked changes to X, the second button clicked changes to O, the third button clicked changes to X, etc. Clicking a button that already contains an X or O should have no effect. The Game Status label at the bottom should start out saying "Player 1's turn", and then change to "Player 2's turn" after the first click, then back to "Player 1's turn" and so on. You do not need to recognize when the game has ended, but that might be a good challenge to take on if you have some extra time.