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ACIP TASK 1 :

TIC TAC TOE :

CODE :

#include <iostream>

using namespace std;

class TicTacToe {

private:

int board[3][3];

public:

TicTacToe() {

for (int i = 0; i < 3; ++i) {

for (int j = 0; j < 3; ++j) {

board[i][j] = 0;

}

}

}

void printBoard() {

cout << "Current Board:\n";

for (int i = 0; i < 3; ++i) {

for (int j = 0; j < 3; ++j) {

if (board[i][j] == 0) cout << ".";

else if (board[i][j] == 1) cout << "X";

else cout << "O";

if (j < 2) cout << " | ";

}

cout << "\n";

if (i < 2) cout << "--+---+--\n";

}

}

bool validMove(int row, int col) {

return row >= 0 && row < 3 && col >= 0 && col < 3 && board[row][col] == 0;

}

bool makeMove(int player, int row, int col) {

if (validMove(row, col)) {

board[row][col] = player;

return true;

}

return false;

}

};

int main() {

TicTacToe game;

int player = 1;

int row, col;

while (true) {

game.printBoard();

cout << "Player " << (player == 1 ? "X" : "O") << " enter row: ";

cin >> row;

cout << "Player " << (player == 1 ? "X" : "O") << " enter column: ";

cin >> col;

if (game.makeMove(player, row, col)) {

player = (player == 1 ? 2 : 1); // Switch player

} else {

cout << "Invalid move. Try again.\n";

}

}

return 0;

}

Output :

