Pseudocode - Tic-Tac-Toe

Pseudocoding proves that we have *identified* the problem, understand it *conceptually*, and have *broken it down* into *small steps* that we can follow.

```
PROGRAM Keep Track of Xs and Os on a 3 x 3 Grid


PROGRAM Keep Track of Player One's Turn;
  IF (Player One puts an X into a square, then it is time
to switch players from Player One to Player Two (or Not
Player One)

      ELSE it is Player Two's Turn (or Not Player One)

  ENDIF;

END.


PROGRAM Check to Determine if There is a Winner;
  IF (Player One puts an X into 3 squares in a row,
either vertically, horizontally, or diagonally before
Player Two does, then Player One wins.

      ELSE Player Two (or not Player One) puts an O into
3 squares in a row, either vertically, horizontally, or
diagonally before Player One does, then Player Two wins.

  ENDIF;

END.
```