

Lab 2.06 - Tic-Tac-Toe Revisited

1. In your Notebook

Predict what will be printed then type the program in your consol to confirm

Example 1

```
a = 0
while a < 10:
    print(a)
```

<u>Predicted Output</u>	<u>Actual Output</u>
-------------------------	----------------------

Example 2

```
a = 0
while a < 10:
    a = a + 1
    print(a)
```

<u>Predicted Output</u>	<u>Actual Output</u>
-------------------------	----------------------

2. In your Notebook

Create a set of test cases for the following sample code and predict the behavior

```
a = input("Would you like to quit: ")
while a != "y" and a != "n" :
    a = input("Would you like to quit: ")
```

<u>Predicted Output</u>	<u>Actual Output</u>
-------------------------	----------------------

3. Implement the Tic Tac Toe game using a while loop

- Allow users to keep playing (max 9 times).
- Use variables to decide whose turn it is, and greet them as Xs or Os.

- User picks a location on the board according to the number:

1	2	3
4	5	6
7	8	9

- Depending on the position user gave, update the corresponding position of the board to reflect that.
- Print the updated board out.
- You will not need to determine the winner at this point.

Bonus

Create a variable-sized board. So instead of a classic 3 x 3 board, create a way for the user specify the size of the board they want to play with.