﻿using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace TicTacToe

{

//Name: Asvene Pathmanathan

//Date: December 19, 2022

//Title: TicTacToe

//Purpose: Create an AI-smart ("Impossible") TicTacToe game

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

//Global variables

bool blnClickedOne = false;

bool blnClickedTwo = false;

bool blnClickedThree = false;

bool blnClickedFour = false;

bool blnClickedFive = false;

bool blnClickedSix = false;

bool blnClickedSeven = false;

bool blnClickedEight = false;

bool blnClickedNine = false;

bool blnPlayerTurn = true;

bool blnWinner = false;

int intCounterPlayer = -1;

int intCounterComp = -1;

int intCompScore = 0;

int intPlayerScore = 0;

int intDrawScore = 0;

int intMovesPlayer = 0;

int[] intPlayerMoves = { -99, -99, -99, -99, -99 };

int[] intCompMoves = { -99, -99, -99, -99, -99 };

Random rnd = new Random();

//Resetting the game by resetting the values of variables

public void ResetGame()

{

for (int i = 0; i < intPlayerMoves.Length; i++)

{

intPlayerMoves[i] = -99;

intCompMoves[i] = -99;

}

blnClickedOne = false;

blnClickedTwo = false;

blnClickedThree = false;

blnClickedFour = false;

blnClickedFive = false;

blnClickedSix = false;

blnClickedSeven = false;

blnClickedEight = false;

blnClickedNine = false;

blnPlayerTurn = true;

intCounterPlayer = -1;

intCounterComp = -1;

blnWinner = false;

//Resetting the button text and colour

this.btnONE.Text = "?";

btnONE.BackColor = Color.White;

this.btnTWO.Text = "?";

btnTWO.BackColor = Color.White;

this.btnTHREE.Text = "?";

btnTHREE.BackColor = Color.White;

this.btnFOUR.Text = "?";

btnFOUR.BackColor = Color.White;

this.btnFIVE.Text = "?";

btnFIVE.BackColor = Color.White;

this.btnSIX.Text = "?";

btnSIX.BackColor = Color.White;

this.btnSEVEN.Text = "?";

btnSEVEN.BackColor = Color.White;

this.btnEIGHT.Text = "?";

btnEIGHT.BackColor = Color.White;

this.btnNINE.Text = "?";

btnNINE.BackColor = Color.White;

}

private void pictureBox1\_Click(object sender, EventArgs e)

{

}

private void pictureBox3\_Click(object sender, EventArgs e)

{

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void label1\_Click\_1(object sender, EventArgs e)

{

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void label3\_Click(object sender, EventArgs e)

{

}

//Exits the application when quit button is pressed

private void btnQuit\_Click(object sender, EventArgs e)

{

Application.Exit();

}

//Game resets when the restart button is chosen

private void btnStart\_Click(object sender, EventArgs e)

{

ResetGame();

MessageBox.Show("Please choose your first move");

}

public void checkDraw()

{

//Determines if a draw has occured. Outputs "DRAW" and resets game

if (blnClickedOne == true && blnClickedTwo == true && blnClickedThree == true && blnClickedFour == true

&& blnClickedFive == true && blnClickedSix == true && blnClickedSeven == true && blnClickedEight == true

&& blnClickedNine == true && checkAnyWinner(intCompMoves) == false && checkAnyWinner(intPlayerMoves) == false)

{

MessageBox.Show("DRAW");

//Adds one to the draw score

intDrawScore++;

this.lblDrawScore.Text = intDrawScore.ToString();

ResetGame();

}

}

//Outputs message if computer or player won

public void checkWinner()

{

//Checks if computer won

if (checkAnyWinner(intCompMoves))

{

MessageBox.Show("Computer Won.");

intCompScore++;

this.lblCPUNum.Text = intCompScore.ToString();

ResetGame();

}

//Checks if player won

else if (checkAnyWinner(intPlayerMoves))

{

MessageBox.Show("You Won!");

intPlayerScore++;

this.lblPlScore.Text = intPlayerScore.ToString();

ResetGame();

}

}

public bool checkAnyWinner(int[] intMoves)

{

//Calculates if either player has three moves in a row

//if 3 squares in a row equal to 15 (magic square), there is a winner

if (intMoves[0] + intMoves[1] + intMoves[2] == 15)

{

return true;

}

else if (intMoves[0] + intMoves[1] + intMoves[3] == 15)

{

return true;

}

else if (intMoves[0] + intMoves[1] + intMoves[4] == 15)

{

return true;

}

else if (intMoves[1] + intMoves[2] + intMoves[3] == 15)

{

return true;

}

else if (intMoves[1] + intMoves[3] + intMoves[4] == 15)

{

return true;

}

else if (intMoves[2] + intMoves[3] + intMoves[4] == 15)

{

return true;

}

else if (intMoves[1] + intMoves[2] + intMoves[4] == 15)

{

return true;

}

else if (intMoves[0] + intMoves[2] + intMoves[3] == 15)

{

return true;

}

else if (intMoves[0] + intMoves[2] + intMoves[4] == 15)

{

return true;

}

else if (intMoves[0] + intMoves[3] + intMoves[4] == 15)

{

return true;

}

//No three squares rows equal to 15 yet

else

{

return false;

}

}

public void ComputerMove()

{

intCounterComp++;

int rndMove;

while (true)

{

//Pt.1 Computer prioritizes checking off the third box in a row to win

//Pt.1a: Computer gets a diagonal win

if (btnONE.Text == "O" && btnFIVE.Text == "O" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "?" && btnFIVE.Text == "O" && btnNINE.Text == "O")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "O" && btnFIVE.Text == "?" && btnNINE.Text == "O")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "O" && btnFIVE.Text == "O" && btnSEVEN.Text == "?")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "?" && btnFIVE.Text == "O" && btnSEVEN.Text == "O")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "O" && btnFIVE.Text == "?" && btnSEVEN.Text == "O")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

// pt. 1b) CPU gets a left to right win

else if (btnTWO.Text == "O" && btnTHREE.Text == "O" && btnONE.Text == "?")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "O" && btnTHREE.Text == "O" && btnTWO.Text == "?")

{

this.btnTWO.Text = "O";

intCompMoves[intCounterComp] = 9;

blnClickedTwo = true;

btnTWO.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "O" && btnTWO.Text == "O" && btnTHREE.Text == "?")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "O" && btnFIVE.Text == "O" && btnSIX.Text == "?")

{

this.btnSIX.Text = "O";

intCompMoves[intCounterComp] = 3;

blnClickedSix = true;

btnSIX.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "O" && btnSIX.Text == "O" && btnFIVE.Text == "?")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "?" && btnSIX.Text == "O" && btnFIVE.Text == "O")

{

this.btnFOUR.Text = "O";

intCompMoves[intCounterComp] = 7;

blnClickedFour = true;

btnFOUR.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "O" && btnEIGHT.Text == "O" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "O" && btnNINE.Text == "O" && btnEIGHT.Text == "?")

{

this.btnEIGHT.Text = "O";

intCompMoves[intCounterComp] = 1;

blnClickedEight = true;

btnEIGHT.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "?" && btnEIGHT.Text == "O" && btnNINE.Text == "O")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

//Pt.1c: CPU gets an up to down win

else if (btnONE.Text == "O" && btnFOUR.Text == "O" && btnSEVEN.Text == "?")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "?" && btnFOUR.Text == "O" && btnSEVEN.Text == "O")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "O" && btnFOUR.Text == "?" && btnSEVEN.Text == "O")

{

this.btnFOUR.Text = "O";

intCompMoves[intCounterComp] = 7;

blnClickedFour = true;

btnFOUR.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "?" && btnFIVE.Text == "O" && btnEIGHT.Text == "O")

{

this.btnTWO.Text = "O";

intCompMoves[intCounterComp] = 9;

blnClickedTwo = true;

btnTWO.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "O" && btnFIVE.Text == "O" && btnEIGHT.Text == "?")

{

this.btnEIGHT.Text = "O";

intCompMoves[intCounterComp] = 1;

blnClickedEight = true;

btnEIGHT.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "O" && btnFIVE.Text == "?" && btnEIGHT.Text == "O")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "O" && btnSIX.Text == "O" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "?" && btnSIX.Text == "O" && btnNINE.Text == "O")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "O" && btnSIX.Text == "?" && btnNINE.Text == "O")

{

this.btnSIX.Text = "O";

intCompMoves[intCounterComp] = 3;

blnClickedSix = true;

btnSIX.BackColor = Color.Crimson;

break;

}

/////////////////////////////////////////////////////////////////////

// Pt. 2: Preventing the user from winning

//Pt.2a) Preventing diagonal win for user

if (btnTHREE.Text == "X" && btnFIVE.Text == "X" && btnSEVEN.Text == "?")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "?" && btnFIVE.Text == "X" && btnSEVEN.Text == "X")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "X" && btnFIVE.Text == "?" && btnSEVEN.Text == "X")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "X" && btnFIVE.Text == "X" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "?" && btnFIVE.Text == "X" && btnNINE.Text == "X")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "X" && btnFIVE.Text == "?" && btnNINE.Text == "X")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

//Pt. 2b) Preventing sideways winning

if (btnTWO.Text == "X" && btnTHREE.Text == "X" && btnONE.Text == "?")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "X" && btnTHREE.Text == "X" && btnTWO.Text == "?")

{

this.btnTWO.Text = "O";

intCompMoves[intCounterComp] = 9;

blnClickedTwo = true;

btnTWO.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "X" && btnTWO.Text == "X" && btnTHREE.Text == "?")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "X" && btnFIVE.Text == "X" && btnSIX.Text == "?")

{

this.btnSIX.Text = "O";

intCompMoves[intCounterComp] = 3;

blnClickedSix = true;

btnSIX.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "X" && btnSIX.Text == "X" && btnFIVE.Text == "?")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnFOUR.Text == "?" && btnSIX.Text == "X" && btnFIVE.Text == "X")

{

this.btnFOUR.Text = "O";

intCompMoves[intCounterComp] = 7;

blnClickedFour = true;

btnFOUR.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "X" && btnEIGHT.Text == "X" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "X" && btnNINE.Text == "X" && btnEIGHT.Text == "?")

{

this.btnEIGHT.Text = "O";

intCompMoves[intCounterComp] = 1;

blnClickedEight = true;

btnEIGHT.BackColor = Color.Crimson;

break;

}

else if (btnSEVEN.Text == "?" && btnEIGHT.Text == "X" && btnNINE.Text == "X")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

//Pt.2c: Preventing an up or down player cross

else if (btnONE.Text == "X" && btnFOUR.Text == "X" && btnSEVEN.Text == "?")

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "?" && btnFOUR.Text == "X" && btnSEVEN.Text == "X")

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (btnONE.Text == "X" && btnFOUR.Text == "?" && btnSEVEN.Text == "X")

{

this.btnFOUR.Text = "O";

intCompMoves[intCounterComp] = 7;

blnClickedFour = true;

btnFOUR.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "?" && btnFIVE.Text == "X" && btnEIGHT.Text == "X")

{

this.btnTWO.Text = "O";

intCompMoves[intCounterComp] = 9;

blnClickedTwo = true;

btnTWO.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "X" && btnFIVE.Text == "X" && btnEIGHT.Text == "?")

{

this.btnEIGHT.Text = "O";

intCompMoves[intCounterComp] = 1;

blnClickedEight = true;

btnEIGHT.BackColor = Color.Crimson;

break;

}

else if (btnTWO.Text == "X" && btnFIVE.Text == "?" && btnEIGHT.Text == "X")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "X" && btnSIX.Text == "X" && btnNINE.Text == "?")

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "?" && btnSIX.Text == "X" && btnNINE.Text == "X")

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (btnTHREE.Text == "X" && btnSIX.Text == "?" && btnNINE.Text == "X")

{

this.btnSIX.Text = "O";

intCompMoves[intCounterComp] = 3;

blnClickedSix = true;

btnSIX.BackColor = Color.Crimson;

break;

}

//////////////////////////////////////////////////////////////////////////

//PT. 3: CPU selects the middle box first if it is not chosen by player first

if (btnFIVE.Text == "?")

{

this.btnFIVE.Text = "O";

intCompMoves[intCounterComp] = 5;

blnClickedFive = true;

btnFIVE.BackColor = Color.Crimson;

break;

}

//Pt.4: CPU picks a corner space if rndMove equals to an open space

rndMove = rnd.Next(1, 5);

if (rndMove == 1 && blnClickedOne == false)

{

this.btnONE.Text = "O";

intCompMoves[intCounterComp] = 2;

blnClickedOne = true;

btnONE.BackColor = Color.Crimson;

break;

}

else if (rndMove == 2 && blnClickedThree == false)

{

this.btnTHREE.Text = "O";

intCompMoves[intCounterComp] = 4;

blnClickedThree = true;

btnTHREE.BackColor = Color.Crimson;

break;

}

else if (rndMove == 3 && blnClickedSeven == false)

{

this.btnSEVEN.Text = "O";

intCompMoves[intCounterComp] = 6;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.Crimson;

break;

}

else if (rndMove == 4 && blnClickedNine == false)

{

this.btnNINE.Text = "O";

intCompMoves[intCounterComp] = 8;

blnClickedNine = true;

btnNINE.BackColor = Color.Crimson;

break;

}

//Pt.5: Computer choses the squares adjacent to the corners if rndMove

// is equal to an open space

rndMove = rnd.Next(6, 10);

if (rndMove == 6 && blnClickedTwo == false)

{

this.btnTWO.Text = "O";

intCompMoves[intCounterComp] = 9;

blnClickedTwo = true;

btnTWO.BackColor = Color.Crimson;

break;

}

else if (rndMove == 7 && blnClickedFour == false)

{

this.btnFOUR.Text = "O";

intCompMoves[intCounterComp] = 7;

blnClickedFour = true;

btnFOUR.BackColor = Color.Crimson;

break;

}

else if (rndMove == 8 && blnClickedSix == false)

{

this.btnSIX.Text = "O";

intCompMoves[intCounterComp] = 3;

blnClickedSix = true;

btnSIX.BackColor = Color.Crimson;

break;

}

else if (rndMove == 9 && blnClickedEight == false)

{

this.btnEIGHT.Text = "O";

intCompMoves[intCounterComp] = 1;

blnClickedEight = true;

btnEIGHT.BackColor = Color.Crimson;

break;

}

}

//After CPU goes, a draw is checked, then winner is checked

checkDraw();

checkWinner();

}

//The user selects a square, each square corresponding to a method

private void btnONE\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 2;

//Process

if (blnClickedOne == false)

{

intCounterPlayer++;

this.btnONE.Text = "X"; //Button is marked X

intPlayerMoves[intCounterPlayer] = intBtnVal; //Value of this square is added to

// the intPlayerMoves array

blnPlayerTurn = false;

blnClickedOne = true;

btnONE.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

//Checks draw, winner, then the computer goes

checkDraw();

checkWinner();

ComputerMove();

}

private void btnTWO\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 9;

//Process

if (blnClickedTwo == false)

{

intCounterPlayer++;

this.btnTWO.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedTwo = true;

btnTWO.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnTHREE\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 4;

//Process

if (blnClickedThree == false)

{

intCounterPlayer++;

this.btnTHREE.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedThree = true;

btnTHREE.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnFOUR\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 7;

//Process

if (blnClickedFour == false)

{

intCounterPlayer++;

this.btnFOUR.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedFour = true;

btnFOUR.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnFIVE\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 5;

//Process

if (blnClickedFive == false)

{

intCounterPlayer++;

this.btnFIVE.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedFive = true;

btnFIVE.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnSIX\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 3;

//Process

if (blnClickedSix == false)

{

intCounterPlayer++;

this.btnSIX.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedSix = true;

btnSIX.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnSEVEN\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 6;

//Process

if (blnClickedSeven == false)

{

intCounterPlayer++;

this.btnSEVEN.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedSeven = true;

btnSEVEN.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnEIGHT\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 1;

//Process

if (blnClickedEight == false)

{

intCounterPlayer++;

this.btnEIGHT.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedEight = true;

btnEIGHT.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void btnNINE\_Click(object sender, EventArgs e)

{

//Variable declaration

int intBtnVal = 8;

//Process

if (blnClickedNine == false)

{

intCounterPlayer++;

this.btnNINE.Text = "X";

intPlayerMoves[intCounterPlayer] = intBtnVal;

blnPlayerTurn = false;

blnClickedNine = true;

btnNINE.BackColor = Color.LimeGreen;

}

intMovesPlayer++;

checkDraw();

checkWinner();

ComputerMove();

}

private void label2\_Click(object sender, EventArgs e)

{

}

private void lblPlScore\_Click(object sender, EventArgs e)

{

}

}

}