Mini Poject Using C programming

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\mathbf{Q}_{ullet} Tic-Tac-Toe Game Using C Programming.

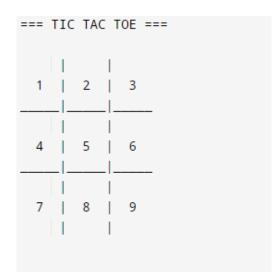
```
#include <stdio.h>
// #include <conio.h>
void printBoard();
int checkWin();
void system();
char board[]={'0','1','2','3','4','5','6','7','8','9'};
void main(){
  int player=1,input,status=-1;
  printBoard();
  while (status==-1)1
  {
    player=(player%2==0) ? 2 : 1;
    char mark=(player==1) ? 'X' :'O';
    printf("Please enter Number For Player %d\n",player);
    scanf("%d",&input);
```

```
if(input<1 | | input>9){
    printf("invalid input");
  }
  board[input]=mark;
  printBoard();
  int result=checkWin();
  if(result==1){
    printf("Player %d is the Winner",player);
    return;
  }else if(result==0){
    printf("draw");
    return;
  }
  player++;
  }
}
void printBoard(){
  system("cls");
  printf("\n\n");
  printf("=== TIC TAC TOE ===\n\n");
```

```
printf(" | | \n");
  printf(" %c | %c | %c \n",board[1],board[2],board[3]);
  printf("____|__|\n");
  printf(" | \mid \  \mid \  \mid \  \mid);
  printf(" %c | %c | %c \n",board[4],board[5],board[6]);
  printf("____|__|n");
  printf(" | \n");
  printf(" %c | %c | %c \n",board[7],board[8],board[9]);
  printf(" | \n");
  printf("\n\n");
}
int checkWin(){
  if(board[1]==board[2] && board[2]==board[3]){
    return 1;
  }
  if(board[1]==board[4] && board[4]==board[7]){
    return 1;
  }
  if(board[7]==board[8] && board[8]==board[9]){
    return 1;
  }
  if(board[3]==board[6] && board[6]==board[9]){
    return 1;
  }
```

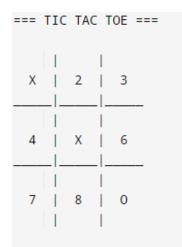
```
if(board[1]==board[5] && board[5]==board[9]){
    return 1;
  }
  if(board[3]==board[5] && board[5]==board[7]){
    return 1;
  }
  if(board[2]==board[5] && board[5]==board[8]){
    return 1;
  }
  if(board[4]==board[5] && board[5]==board[6]){
    return 1;
  }
  int count=0;
  for (int i = 1; i <=9; i++)
  {
    if(board[i]=='X' || board[i]=='O'){
      count++;
    }
  }
  if(count==9){
    return 0;
  }
  return -1;
OUTPUT:-
```

}



Please enter Number For Player 1

Please enter Number For Player 2 9



Please enter Number For Player 2 6

Please enter Number For Player 1 3

Please enter Number For Player 2 2

