```
------------------------------------------------
Compiling...
------------------------------------------------
Running the tests....
================================================================
        ***TIC-TAC-TOE GAME***

Player1(X) enter your move(row col):5 2
Invalid input or the coordinates has been occupied!!!

Player1(X) enter your move(row col):5 5
Invalid input or the coordinates has been occupied!!!

Player1(X) enter your move(row col):3 2
- - -
- - -
_ X _




Player2(O) enter your move(row col):
```

```
------------------------------------------------
Compiling...
------------------------------------------------
Running the tests....
================================================================
        ***TIC-TAC-TOE GAME***

Player1(X) enter your move(row col):4 1
Invalid input or the coordinates has been occupied!!!

Player1(X) enter your move(row col):1 2



_ X _
- - -
- - -



Player2(O) enter your move(row col):3 4
Invalid input or the coordinates has been occupied!!!

Player2(O) enter your move(row col):
```
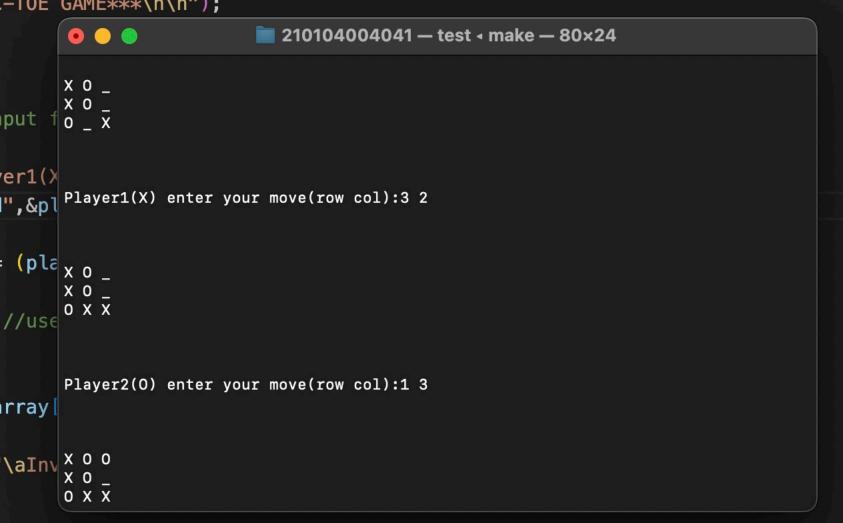
```
-TOE GAME***\n\n");
```



```
[bariserengezici@Bars-MacBook-Pro 210104004041 % make
------------------------------------------------
Cleaning...
------------------------------------------------
Compiling...
------------------------------------------------
Running the tests....
================================================================
        ***TIC-TAC-TOE GAME***

Player1(X) enter your move(row col):1 1


X _ _
_ _ _
_ _ _


Player2(O) enter your move(row col):1 2
```

```
put f

er1(X
l",&pl

= (pla

//use

rray[

\aInv
```

```
-TOE GAME***\n\n");
```



```
X O _
_ _ _
_ _ _


Player1(X) enter your move(row col):2 1


X O _
X _ _
_ _ _


Player2(O) enter your move(row col):3 1


X O _
X _ _
```

Terminal title: 210104004041 — test ‹ make — 80×24

Partial code visible on left edge:
```
put f
er1(X
",&pl
= (pla
//use
array[
\aInv
```

```
-TOE GAME***\n\n");
```



```
put f
er1(X
",&pl

= (pla

//use

rray[

\aInv
```

Terminal window: 210104004041 — test ◂ make — 80×24

```
X O _
X _ _
O _ _




Player1(X) enter your move(row col):3 3




X O _
X _ _
O _ X




Player2(O) enter your move(row col):2 2




X O _
```

```
X O _
X O _
O _ X




Player1(X) enter your move(row col):3 2




X O _
X O _
O X X




Player2(O) enter your move(row col):1 3




X O O
X O _
O X X
```

```
Player1(X) enter your move(row col):3 2




X O _
X O _
O X X




Player2(O) enter your move(row col):1 3




X O O
X O _
O X X




Player2 WON!!

New game? (Y/N)
```

```
New game? (Y/N)Y
New game is starting!!

Player1(X) enter your move(row col):1 1



X - -
- - -
- - -



Player2(O) enter your move(row col):11 1
Invalid input or the coordinates has been occupied!!!

Player2(O) enter your move(row col):1 1
Invalid input or the coordinates has been occupied!!!

Player2(O) enter your move(row col):2 2



X _ _
```

```
X O X
O O X
_ X O




Player1(X) enter your move(row col):3 1




X O X
O O X
X X O




Board is full! TIE!

New game? (Y/N)N
Exiting!!
```