

## Home Task #4 – Programming in SQL

**Expected result:** Submit a single file containing your SQL script.

### Task:

Write a "Tic-Tac-Toe" game using PLpgSQL.

### Requirements:

- Your program should include two "public" methods:
  1. NewGame() – a function to start a new game.
  2. NextMove(X, Y) or NextMove(X, Y, Val) – choose one of these method signatures:
    - If you use NextMove(X, Y), the program should automatically determine which symbol (X or O) to place next.
    - If you use NextMove(X, Y, Val), you must implement logic to prevent the same symbol from being placed twice in a row.
- Each cell of the Tic-Tac-Toe board should be stored as a separate cell in a table.
- If the game is not over, the function should return the current state of the board.
- If the game is over, the function should display the result.