Instruction Lab 5:

The program should work on Linux, but it is submitted online.

For this assignment, you will be familiarizing yourself with the Linux development environment through building a simple digital version of a popular childhood (and adulthood) game. The game requirements and how to copy your file to/from Linux were reviewed during lecture.

Overview of Materials:

1. Tic-Tac-Whoa (100 points)
   1. Support 2 players
   2. Menu option for new game or exit program
   3. We will use a coordinate system like chess:

   ```
   3 ___|___|___
   2 ___|___|___
   1    |   |
      A   B   C
   ```

   4. The game ends when one player gets 3-in-a-row, there are no more moves possible, or either player quits (types "quit")

2. Sample in-game scenario (must support input as shown below for full credit; must handle incorrect/invalid input for full credit):

   ```
   ...
   3 ___|___|___
   2 ___|___|___
   1    |   |
      A   B   C

   Player 1's Move: A2

   3 ___|___|___
   2 _X_|___|___
   1    |   |
      A   B   C

   Player 2's Move: ...
   ```

3. Another sample in-game scenario (must support input as shown below for full credit; must handle incorrect/invalid input for full credit):

   ```
   ...
   3 ___|___|___
   2 ___|___|___
   1    |   |
      A   B   C

   Player 1's Move: A

   Invalid move, please specify both column and row.
   3 ___|___|___
   2 ___|___|___
   1    |   |
      A   B   C
   Player 1's Move: ...
   ```

Files to Submit via Linux:

1. TicTacWhoa.c (80 points)
   1. Program may be compiled and tested on the EECS Linux Servers using the C99 standard
2. TicTacWhoa.pdf (20 points)
   1. Screenshot of the terminal successfully compiling your TicTacWhoa file using the C99 standard with output filename TicTacWhoa
   2. Screenshot of the initial program screen
   3. Screenshot of the game after a few moves
   4. Screenshot of the end-game