

## Source Code

```
#include <stdio.h>

char square[10] = { 'o', '1', '2', '3', '4', '5', '6', '7', '8', '9' };

int checkwin();
void board();

int main()
{

printf("*****\n");

    printf("\t\t\t\t\tWELCOME\n");
printf("\t\t\t\t\tTIC TAC TOE GAME\n");
printf("\t\t\t\t\tDone by-'RA2111026010282' AND 'RA2111026010283'\n");

printf("*****\n");


    int player = 1, i, choice;

    char mark;
    do
    {
        board();
        player = (player % 2) ? 1 : 2;

        printf("Player %d, enter a number: ", player);
        scanf("%d", &choice);

        mark = (player == 1) ? 'X' : 'O';

        if (choice == 1 && square[1] == '1')
            square[1] = mark;
```

```
else if (choice == 2 && square[2] == '2')
    square[2] = mark;

else if (choice == 3 && square[3] == '3')
    square[3] = mark;

else if (choice == 4 && square[4] == '4')
    square[4] = mark;

else if (choice == 5 && square[5] == '5')
    square[5] = mark;

else if (choice == 6 && square[6] == '6')
    square[6] = mark;

else if (choice == 7 && square[7] == '7')
    square[7] = mark;

else if (choice == 8 && square[8] == '8')
    square[8] = mark;

else if (choice == 9 && square[9] == '9')
    square[9] = mark;

else
{
    printf("Invalid move ");

    player--;
    getch();
}
i = checkwin();

player++;
}while (i == -1);

board();
```

```

if (i == 1)
    printf("==>\aPlayer %d win ", --player);
else
    printf("==>\aGame draw");

getch();

return 0;
}
int checkwin()
{
    if (square[1] == square[2] && square[2] == square[3])
        return 1;

    else if (square[4] == square[5] && square[5] == square[6])
        return 1;

    else if (square[7] == square[8] && square[8] == square[9])
        return 1;

    else if (square[1] == square[4] && square[4] == square[7])
        return 1;

    else if (square[2] == square[5] && square[5] == square[8])
        return 1;

    else if (square[3] == square[6] && square[6] == square[9])
        return 1;

    else if (square[1] == square[5] && square[5] == square[9])
        return 1;

    else if (square[3] == square[5] && square[5] == square[7])
        return 1;

    else if (square[1] != '1' && square[2] != '2' && square[3] != '3' &&
        square[4] != '4' && square[5] != '5' && square[6] != '6' && square[7]
        != '7' && square[8] != '8' && square[9] != '9')

```

```
        return 0;
    else
        return - 1;
}
void board()
{

    printf("\n\n\tTic Tac Toe\n\n");

    printf("Player 1 (X) - Player 2 (O)\n\n\n");

    printf("  |  |  \n");
    printf(" %c | %c | %c \n", square[1], square[2], square[3]);

    printf("____|____|____\n");
    printf("  |  |  \n");

    printf(" %c | %c | %c \n", square[4], square[5], square[6]);

    printf("____|____|____\n");
    printf("  |  |  \n");

    printf(" %c | %c | %c \n", square[7], square[8], square[9]);

    printf("  |  |  \n\n");
}
```

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```
WELCOME
TIC TAC TOE GAME
Done by-'RA2111026010282' AND 'RA2111026010283'
```

Tic Tac Toe

Player 1 (X) - Player 2 (O)

1	2	3
4	5	6
7	8	9

Player 1, enter a number: 1

Tic Tac Toe

Player 1 (X) - Player 2 (O)

X	2	3
4	5	6
7	8	9

Player 2, enter a number: 2

### Tic Tac Toe

Player 1 (X) - Player 2 (O)

X		O		3
<hr/>				
4		5		6
<hr/>				
7		8		9

Player 1, enter a number: 4

### Tic Tac Toe

Player 1 (X) - Player 2 (O)

X		O		3
<hr/>				
X		5		6
<hr/>				
7		8		9

Player 2, enter a number: 5

### Tic Tac Toe

Player 1 (X) - Player 2 (O)

X	O	3
X	O	6
7	8	9

Player 1, enter a number: 7

### Tic Tac Toe

Player 1 (X) - Player 2 (O)

X	O	3
X	O	6
X	8	9

=>Player 1 win

...Program finished with exit code 0  
Press ENTER to exit console.