▶ Exercise

▶ i學園繳交作業於今日23:59前
　 分數打八折

課程小助教 (+5%)

- 第一排: 蕭名哲 110310105
- 第二排: 林晟彥 110310114
- 第三排: 謝旻烜 110310128
- 第四排: 劉千榮 110310138
- 第五排: 盧楷勛 110310144
- 第六排: 盧奕帆 107310217
- 游　擊: 張兆欣 107310217
- 　　　　蔡瑋傑 110310123
- 　　　　吳孟容 110310122

Exercise1 Tic Tac Toe

▸ The object of Tic Tac Toe is to get three in a row. You play on a three by three game board. The first player is known as X and the second is O. Players alternate placing X and O on the game board until either opposition has three in a row or all nine squares are filled.

Use the format:

```
struct Node {
    int moveNumber;
    char board[9];
    Node *nextPtr;
};

void displayList( Node *head);

int main() {
    char board[9];
    for (int i = 0; i < 9; i++)
        board[i] = ' ';

    Node* head = NULL;    // head of linked list
    Node* tempPtr;

    int moveNumber = 0;
    char turn = 'X';
    int cell = 0;
    displayBoard(board);//displays the empty board
```
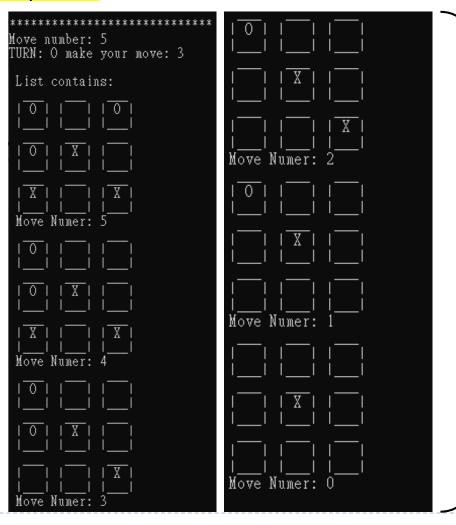
result:

```
********************************
Move number: 6
TURN: X make your move: 8

 | O |  | ___ |  | O |
 |___|  |___|  |___|

 | O |  | X |  | ___ |
 |___|  |___|  |___|

 | X |  | X |  | X |
 |___|  |___|  |___|
Congratulations player X ,You win!!
```

Exercise1 **Tic Tac Toe**

※For every move a record must appended to the **linked list** and the **whole list must be displayed on screen**. Each record of the linked list must represent one move and contain the updated board after the move is made and the move number.

Wk16_tictactoe.txt