Test case1:

EXECUTE reset\_game;

EXECUTE PlayGame('X', 2, 2);

EXECUTE PlayGame('0', 1, 1);

EXECUTE PlayGame('X', 3, 3);

EXECUTE PlayGame('0', 2, 1);

EXECUTE PlayGame('X', 3, 1);

EXECUTE PlayGame('0', 1, 2);

EXECUTE PlayGame('X', 3, 2);

Output:

play excetued atcolmn = dRow\_Num =2 with Symbol= X

\_ \_ \_

\_ X \_

\_ \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = cRow\_Num =1 with Symbol= 0

0 \_ \_

\_ X \_

\_ \_ \_

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = fRow\_Num =3 with Symbol= X

0 \_ \_

\_ X \_

\_ \_ X

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

You cannot play this square, it is already played

PL/SQL procedure successfully completed.

play excetued atcolmn = dRow\_Num =1 with Symbol= 0

0 0 \_

\_ X \_

\_ \_ X

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = fRow\_Num =1 with Symbol= X

0 0 X

\_ X \_

\_ \_ X

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

0 0 X

\_ X \_

0 \_ X

The player X Won !!

---------------------------------------

Launch of'a new game...

ii=1

ii=2

ii=3

\_ \_ \_

\_ \_ \_

\_ \_ \_

The game is ready to play : EXECUTE play('X', x, y);

Test case2:

EXECUTE PlayGame('X', 2, 2);

EXECUTE PlayGame('0', 1, 1);

EXECUTE PlayGame('X', 1, 3);

EXECUTE PlayGame('0', 3, 1);

EXECUTE PlayGame('X', 3, 2);

EXECUTE PlayGame('0', 2, 1);

EXECUTE PlayGame('X', 3, 2);Output:

play excetued atcolmn = dRow\_Num =2 with Symbol= X

\_ \_ \_

\_ X \_

\_ \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = cRow\_Num =1 with Symbol= 0

0 \_ \_

\_ X \_

\_ \_ \_

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = cRow\_Num =3 with Symbol= X

0 \_ \_

\_ X \_

X \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = fRow\_Num =1 with Symbol= 0

0 \_ 0

\_ X \_

X \_ \_

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = fRow\_Num =2 with Symbol= X

0 \_ 0

\_ X X

X \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

0 0 0

\_ X X

X \_ \_

The player 0 Won !!

---------------------------------------

Launch of'a new game...

ii=1

ii=2

ii=3

\_ \_ \_

\_ \_ \_

\_ \_ \_

The game is ready to play : EXECUTE play('X', x, y);

play excetued atcolmn = dRow\_Num =1 with Symbol= 0

\_ \_ \_

\_ \_ \_

\_ \_ \_

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

Test case 3:

EXECUTE reset\_game;

EXECUTE PlayGame('X', 2, 2);

EXECUTE PlayGame('0', 1, 1);

EXECUTE PlayGame('X', 1, 3);

EXECUTE PlayGame('X', 3, 2);

play excetued atcolmn = dRow\_Num =2 with Symbol= X

\_ \_ \_

\_ X \_

\_ \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = cRow\_Num =1 with Symbol= 0

0 \_ \_

\_ X \_

\_ \_ \_

Player X turn : EXECUTE play('X', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

play excetued atcolmn = cRow\_Num =3 with Symbol= X

0 \_ \_

\_ X \_

X \_ \_

Player O turn : EXECUTE play('O', ColumnPos, RowPos);

PL/SQL procedure successfully completed.

You cannot play this turn, it is nxt players turn

PL/SQL procedure successfully completed.