SOFTWARE ENGINEERING 2.1

EREN SIRIN

A00314852

JAVA TICTACTOE PROJECT REPORT

The first picture includes some comment lines which are explain to some methods and overall process and determine movemade method A screen shot of a computer code

Description automatically generated

Firstly, I used to “Row Check” to find who wins. I examined all of rows for find same symbols.

For example, if we examine the array like matris such as 3x3, we can used to [i][0], [i][1] etc. It gives us ith row and we can check quickly.

Lastly, I used gameBoard[i][j].equals(gameBoard[i][1]) Because I was comparing whether the blocks were equal to each other or not.

A screen shot of a computer code

Description automatically generated

A screen shot of a computer code

Description automatically generated

The same goes for Columns but this time we must examine [0][j] which is express columns.

A screen shot of a computer screen

Description automatically generated

[i][i] and [j][j] can use to examine cross check for example [0][0] and [1][1] gives matris`s Mii or Mjj  element.

A computer screen shot of text

Description automatically generated

And finally, I examined draw situation with isboardfull booelan

It checks every column and row and find empty block. If finds empty block it means isboardfull = false and game continue and when gameboard[i][j].equals method cannot find any empty block

Isboardfull= true and

If statement works correctly like

If(isboardfull) return 0

If(true)….

SCREENSHOTS

A screenshot of a game

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a game

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer program

Description automatically generated

A screenshot of a game

Description automatically generated

A screenshot of a computer program

Description automatically generated