

All of the test cases passed. This question is complete.

Submit Work

Upload your source code files

Drag files (or click) to upload

tictactoe.cpp



Test Code

Number of attempts: 16

CS 002 - Assignment 10: Tic Tac Toe

Collaboration Policy

We encourage collaboration on various activities such as lab, codelab, and textbook exercises. However, **no collaboration between students is allowed on the programming assignments.**

Submission Instructions

Submit in Canvas. Make sure to name your file tictactoe.cpp

Assignment Specifications

You are to implement a console version of the game tic-tac-toe. For this assignment, we are providing an initial source code file which contains skeleton code that you must complete. We also provide complete functions for you to utilize. You are **not** allowed to change the provided functions and you are **not** allowed to change the headers of the provided function stubs.

For the functions you must implement, we have provided only a stub. A stub is a function definition that compiles, but does not yet implement the complete specifications for that function. As you develop the program, you should implement each function one at a time and test each as you go.

Implementation Strategies

- We provide some variables and two global **constants** for you to utilize.
- We provide string literals for winning or tie game output in comments with provided file
- We have also provided comments to help you develop the necessary algorithm for 2 users playing the game of tic-tac-toe on a computer. Use these comments along with the function descriptions below to help you develop your program. One or more lines of your code should exist below each comment. **Remove the TODO part when you have completed that step.**
- DO NOT try to implement the entire game at once. Instead, implement one behavior at a time, only developing one particular function at a time. Functions are listed below.
- We highly recommend you unit test the function you are currently developing. You should understand how to walk through your code by hand as well as executing it in unit tests.

Use one of the following statements when stating who you