**Cross & Nots**

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It a simple cross and nots game which tries to learn moves that will enable it to win in the future.

To do so it documents moves by storing it in text files.

It uses all the concepts of OOP i.e abstraction, polymorphism, encapsulation, inheritence, class and object.

**To play the game:**

Place the two text files in the D: \\ drive.

Run CrosNots.java

Enjoy!

It is a console based application. Follow this diagram to play. The numbers shown are postions of the respective moves.

