

PART-A

Title of Micro Project: X and O game.

1.0 Brief Introduction:

Android Studio is the official integrated development environment for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development.

Tic-tac-toe (American English), noughts and crosses (Commonwealth English), or Xs and Os (Irish English) is a paper-and-pencil game for two players who take turns marking the spaces in a three-by-three grid with X or O. Other names: Noughts and Crosses, Xs and Os
Players: 2
Playing time: less than one minute.

How do you play the game O and X?

- The game is played on a grid that's 3 squares by 3 squares.
- You are X, your friend (or the computer in this case) is O. Players take turns putting their marks in empty squares.
- The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
- When all 9 squares are full, the game is over.

2.0 Aim of the Micro Project:

- To make a basic X and O game.
- Understanding, Learning and exploring more about android operating system.
- Understanding logic and implementing the functionality of X and O game from Scratch.
- Learned how to work in android studio.

3.0 Action Plan:

Sr. No.	Details of Activity	Planned Start Date	Planned Finish Date	Name of Responsible Team Members
1	Deciding the Topic	08-05-2022	09-05-2022	Kaushik Shigavan Harshad Raurale
2	Making design (.xml file)	10-05-2022	11-05-2022	Kaushik Shigavan Harshad Raurale
3	Coding MainActivity (.java file)	12-05-2022	13-05-2022	Kaushik Shigavan Harshad Raurale
4	Making Report	14-05-2022	14-05-2022	Kaushik Shigavan Harshad Raurale

4.0 Resources Required (Such as raw material, some machining facility, software etc.)

Sr. No.	Name of Resource/Material	Specifications	Qty	Remarks
1	Notes and useful websites	For collecting information	1	
2	Android Studio	For Coding and Running	1	
3	Microsoft Word	To make report	1	

PART-B

Title of Micro Project: X and O game.

1.0 Brief Introduction:

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3.0 Course Outcomes Integrated:

- Interpreter features of android operating system.
- Configure android environment and development tools.
- Develop rich user interfaces by using layouts and controls
- Use user interface components for android application development.

4.0 Actual Procedure Followed:

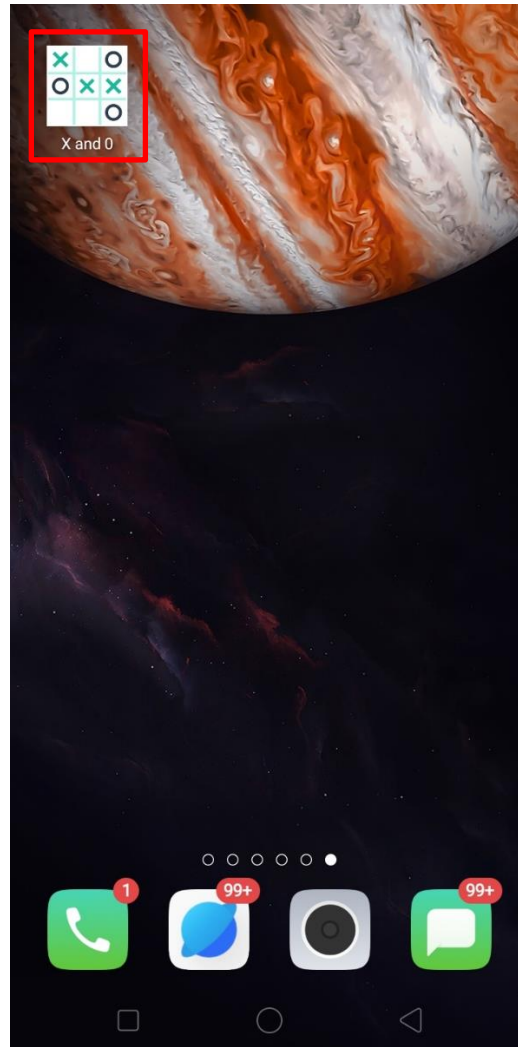
- First, we created the new empty project in android studio.
- Then we started designing the basic interface of our game.
- We used Linear Layout for placing TextView and Button.
- And also created a grid by using the Table Layout of 3x3 and placed the EditTextview for user to marking the X or O.
- Then in MainActivity we created the all-reference object and called whenever needed.
- And created the user-defined functions for the getting same X or O in a Table Layout.

5.0 Actual Resources Used:

Sr. No.	Name of Resource/Material	Specifications	Qty	Remarks
1	Notes and useful websites	For collecting information	1	
2	Android Studio	For Coding and Running	1	
3	Microsoft Word	To make report	1	

6.0 Outputs of the Micro Project:

Home Icon:



O wins and X loses:

X and O

O	X	X
O	X	X
O	O	

X Loses!

RESTART



X wins and O loses:

X and O

X	O	X
O	X	
X	O	

O Loses!

RESTART



Draw Match:

X and O

X	O	X
X	O	O
O	X	X

This is a Draw match

RESTART



7.0 Skills Developed/ Learning of the Micro Project:

- Learned how android operating system works.
- Learned android environment and tools in Android studio.
- Learned how to create an android application.
- Learned about components and user interface.

GROUP MEMBERS

KAUSHIK SHIGAVAN

HARSHAD RAURALE

ROLL NO.

19203A0003

19203A0029