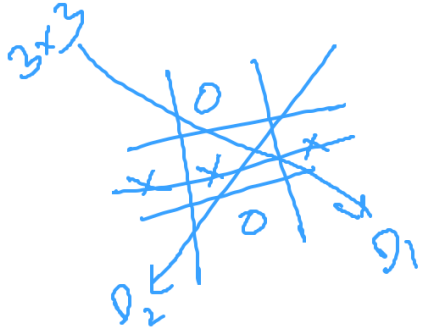
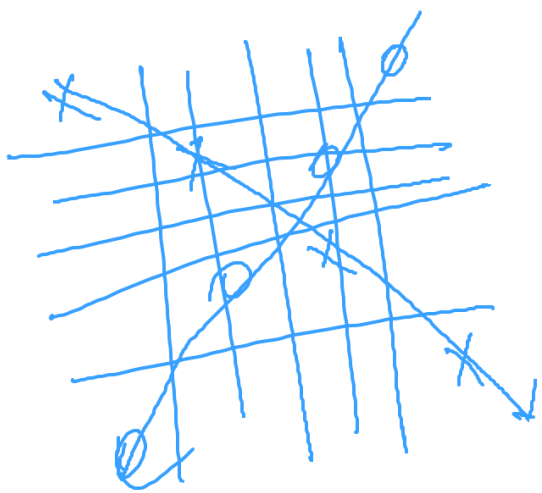
Design Tic-Tac-Toe Game / X O Game



Winner : 'X'

Loser : 'O'

Req : → System



U v/s Computer

- E → 50:50
- M
- D → optimal

1) 2d matrix (3*3)
2) User class U1 U2. (U v/s U)
3) Winning condition R | C | D1 | D2
4) Pieces : O, X (2 player)

Design Pattern

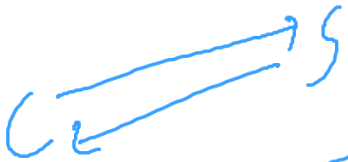
1) Builder Design Pattern.
2) strategy.

Classes

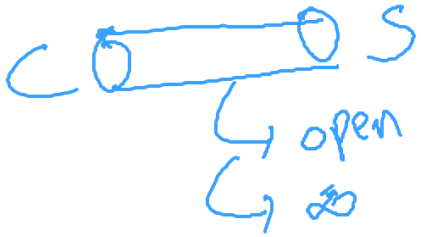
1) Player 2) Board 3) Game.

* Pieces.

R
C
S
Req.


C
S

C
S


C
S
open
20