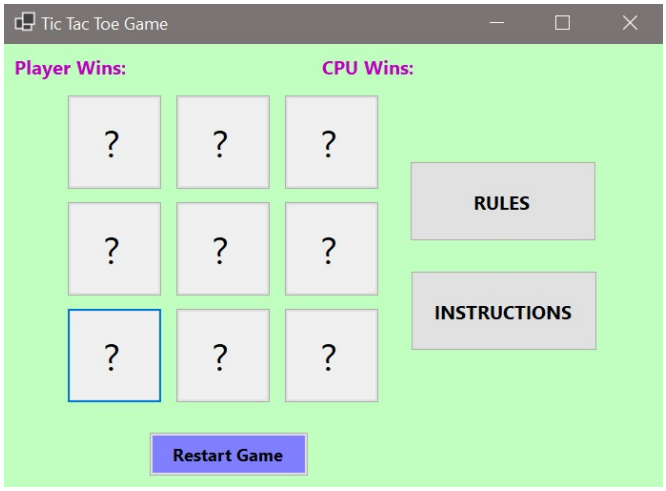
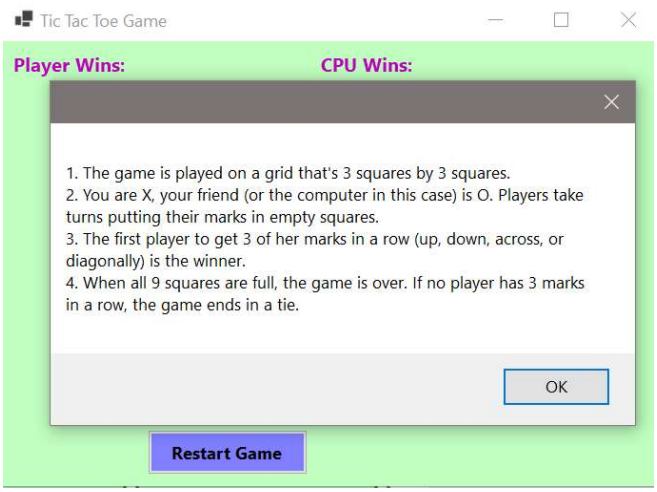
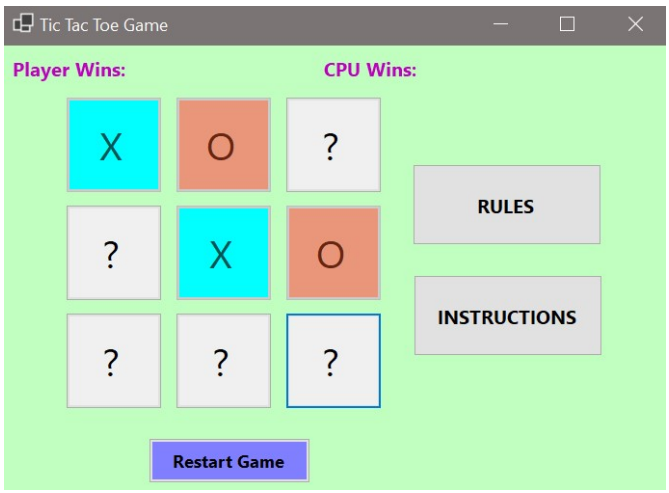
```
private void CPUmove(object sender, EventArgs e)
{
    if (buttons.Count > 0)
    {
        int index = random.Next(buttons.Count);
        buttons[index].Enabled = false;
        currentPlayer = Player.O;
        buttons[index].Text = currentPlayer.ToString();
        buttons[index].BackColor = Color.DarkSalmon;
        buttons.RemoveAt(index);
        CheckGame();
        CPUTimer.Stop();
    }
}

private void PlayerClickButton(object sender, EventArgs e)
{
    var button = (Button)sender;

    currentPlayer = Player.X;
    button.Text = currentPlayer.ToString();
    button.Enabled = false;
    button.BackColor = Color.Cyan;
    buttons.Remove(button);
    CheckGame();
    CPUTimer.Start();
}

private void RestartGame(object sender, EventArgs e)
{
    RestartGame();
}

private void CheckGame()
{
    if (button1.Text == "X" && button2.Text == "X" && button3.Text == "X"
        || button4.Text == "X" && button5.Text == "X" && button6.Text == "X"
        || button7.Text == "X" && button8.Text == "X" && button9.Text == "X"
        || button1.Text == "X" && button4.Text == "X" && button7.Text == "X"
        || button2.Text == "X" && button5.Text == "X" && button8.Text == "X"
        || button3.Text == "X" && button6.Text == "X" && button9.Text == "X"
        || button1.Text == "X" && button5.Text == "X" && button9.Text == "X"
        || button3.Text == "X" && button5.Text == "X" && button7.Text == "X"
        )
    {
        CPUTimer.Stop();
        MessageBox.Show("Player Wins");
        playerWinCount++;
        label1.Text = "Player Wins:" + playerWinCount;
        RestartGame();
    }
    else if (button1.Text == "O" && button2.Text == "O" && button3.Text == "O"
        || button4.Text == "O" && button5.Text == "O" && button6.Text == "O"
        || button7.Text == "O" && button8.Text == "O" && button9.Text == "O"
        || button1.Text == "O" && button4.Text == "O" && button7.Text == "O"
        || button2.Text == "O" && button5.Text == "O" && button8.Text == "O"
        || button3.Text == "O" && button6.Text == "O" && button9.Text == "O"
        || button1.Text == "O" && button5.Text == "O" && button9.Text == "O"
        || button3.Text == "O" && button5.Text == "O" && button7.Text == "O"
        )
    {
```

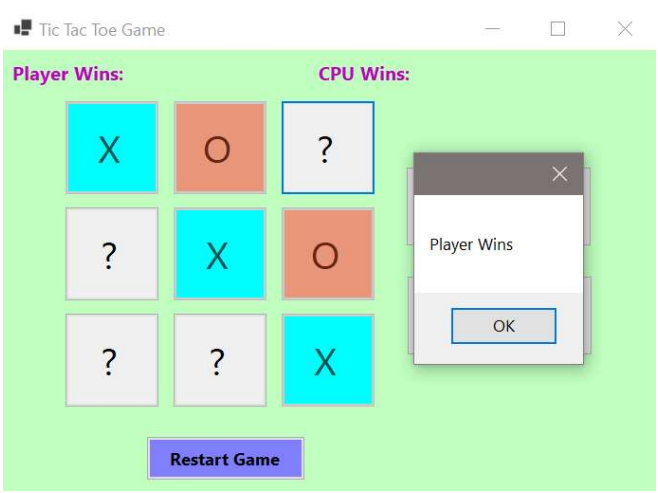
```
                CPUTimer.Stop();
                MessageBox.Show("CPU Wins");
                CPUWinCount++;
                label2.Text = "CPU Wins:" + CPUWinCount;
                RestartGame();
            }
        }

        private void RestartGame()
        {
            buttons = new List<Button> { button1, button2, button3, button4, button5, button6,
button6, button7, button8, button9 };
            foreach (Button x in buttons)
            {
                x.Enabled = true;
                x.Text = "?";
                x.BackColor = DefaultBackColor;
            }
        }

        private void Form1_Load(Object sender, EventArgs e)
        {

        }

        private void button11_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Click any boxes you want and Computer will also occupy boxes.\nMake
three boxes in row to win the game");
        }

        private void button12_Click(object sender, EventArgs e)
        {
            MessageBox.Show("1. The game is played on a grid that's 3 squares by 3 squares.\n2.
You are X, your friend (or the computer in this case) is O. Players take turns putting their marks
in empty squares.\n3. The first player to get 3 of her marks in a row (up, down, across, or
diagonally) is the winner.\n4. When all 9 squares are full, the game is over. If no player has 3
marks in a row, the game ends in a tie.");
        }
    }
}
```

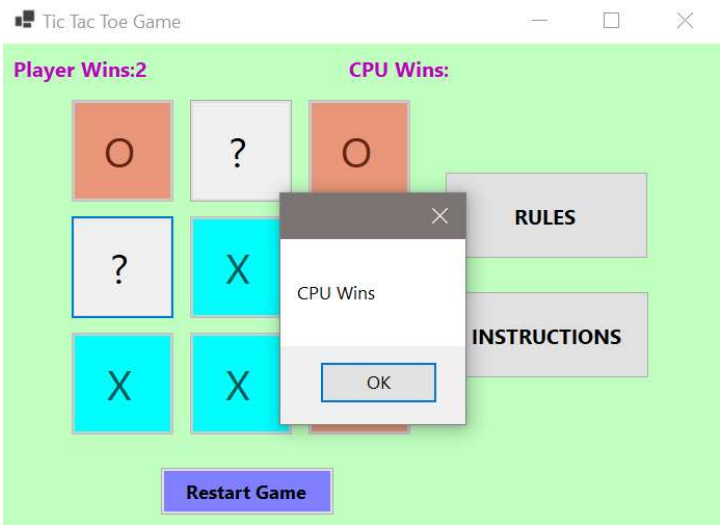
7) Interfaces:











8) Conclusion:

The Tic Tac Toe game is the most familiar among all the age groups. Intelligence can be a property of any purpose-driven decision maker. This basic idea has been suggested many times. An algorithm of playing Tic Tac Toe has been presented and tested to show that works in an efficient way. Overall, the system works without any bugs. The player who succeeded in placing three respective marks in a horizontal, vertical, or diagonal row wins the game.