



**OBJECT ORIENTED PROGRAMMING
PROJECT**

Title :Tic Tac Toe Game

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HOW IT WORKS:

Tic Tac Toe, also popularly known as X and O's is a two-player game. Generally, there is a 3x3 grid, in which players take turns to mark the spaces with their respective symbol i.e. 'X' or 'O'. The player that succeeds in placing three of their marks either in horizontal, vertical or in a diagonal row, wins.

Here are some rules for the game:

- The player with symbol 'X' goes first
- Players alternate placing Xs and Os on the board until either
 - one player has three in a row, horizontally, vertically or diagonally; or
 - all nine squares are filled.
- The player who can draw three Xs or three Os in a row wins.
- If all nine squares are filled and none of the players have three in a row, the game is a draw.

UML DIAGRAM FOR THE GAME:

