



Write a C++ program to play the game of tic-tac-toe.

Use a 3-by-3 array of chars for the board.

Your program initializes the empty board to all blanks.

Allow two human players (x and o).

Wherever the x player moves, place an x in the specified square; place an o wherever the o player moves. Each move must be to an empty square. After each move, determine if the game has been won or if the game is a draw.

Pay attention to defensive programming and the design of a user friendly board interface.

An example is shown on the next page.



**MC** for SM**ET**

```
C:\Windows\system32\cmd.exe

  0   1   2
  |   |   |
0  ---|---|---
  |   |   |
  |   |   |
1  ---|---|---
  |   |   |
  |   |   |
2  ---|---|---
  |   |   |
Player x enter row: 1
Player x enter column: 1

  0   1   2
  |   |   |
0  ---|---|---
  |   |   |
  |   |   |
1  ---|---|---
  |   |   |
  |   |   |
2  ---|---|---
  |   |   |
   x         
```

```
Player o enter row: 0
Player o enter column: 2
```

```
  0   1   2
  |   |   |
0  ---|---|---
  |   |   |
  |   |   |
1  ---|---|---
  |   |   |
  |   |   |
2  ---|---|---
  |   |   |
   x         o
Player x enter row:
```