Work on project. Stage 2/5: The user is the gamemaster

Project: <u>Simple Tic-Tac-Toe</u>

📶 Hard 🕐 21 minutes ❓

Description

Our program should be able to display the grid at all stages of the game. Now we're going to write a program that allows the user to enter a string representing the game state and correctly prints the 3x3 game grid based on this input. We'll also add some boundaries around the game grid.

Objectives

In this stage, you will write a program that:

1. Reads a string of 9 symbols from the input and displays them to the user in a 3x3 grid. The grid can contain only `X`, `O` and `_` symbols.
2. Outputs a line of dashes `---------` above and below the grid, adds a pipe `|` symbol to the beginning and end of each line of the grid, and adds a space between all characters in the grid.

Examples

Examples below show how your output should look.
Notice that after `Enter cells:` comes the user input.

6 / 6 Prerequisites

✓ <u>Increment and decrement</u> [In project] 15 ⛏ ⌄

✓ <u>Characters</u> [In project] 14 ⛏ ⌄

✓ <u>Calling a method</u> [In project] 12 ⛏ ⌄

✓ <u>Primitive and reference types</u> [In project] 12 ⛏ ⌄

✓ <u>Array</u> [In project] 12 ⛏ ⌄

Show all

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Example 1:

```
Enter cells: O_OXXO_XX
---------
| O _ O |
| X X O |
| _ X X |
---------
```

Example 2:

```
Enter cells: OXO__X_OX
---------
| O X O |
| _ _ X |
| _ O X |
---------
```

Example 3:

```
Enter cells: _XO__X___
---------
| _ X O |
| _ _ X |
| _ _ _ |
---------
```

📄 Report a typo

⚡ See hint

↓ Write a program

<u>Code Editor</u>   <u>IDE</u>

CONNECTION STATUS

IDE / Checking the plugin's status

Solve in IDE

✓ **Correct.**

Practice makes perfect. Good for you for not giving up easily!

511 users liked this problem. **36** didn't like it. **What about you?**

😍 🙂 😐 🙁 😠

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