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

Project: Simple Tic-Tac-Toe

■ Hard ① 21 minutes ②

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6 / 6 Prerequisites

<u>decrement</u>

<u>Characters</u>

Calling a method

Primitive and

<u>Array</u>

each other.

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## 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, x and x 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.

#### Example 1:

```
Enter cells: 0_0XX0_XX
------
| 0 _ 0 |
| X X 0 |
| _ X X |
```

#### Example 2:

```
Enter cells: 0X0_X_0X
------
| 0 X 0 |
| _ _ X |
| _ 0 X |
```

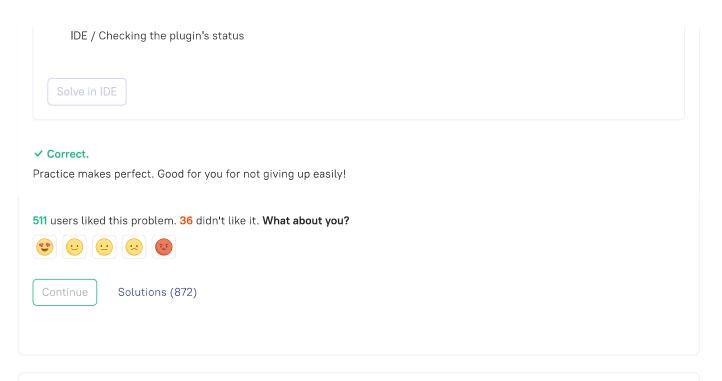
### Example 3:

```
Enter cells: _X0__X___
|__ X 0 |
|_ _ X |
|_ _ _ |
```

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**★** See hint

Code Editor IDE



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