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Programing Fundamental Mini project Tik Tak Toe Game:

Code:

//tik tak toe game (\*!\*)//

#include <iostream>

#include <cstdlib>

#include <ctime>

using namespace std;

char arr[10] = {'0','1','2','3','4','5','6','7','8','9'};

int x;

int winner();

void skech();

int random(int nu);

int main()

{

int nu,j,player = 1,i,select;

char sign;

cout<<"Enter 1 for 2 player:"<<endl;

cout<<"Enter 2 for computer VS player:"<<endl;

cin>>x;

switch(x)

{

case 1:

{

do

{

skech();

player=(player%2)?1:2;

cout << "Player :" << player << " \_Enter a number: ";

cin >> select;

sign=(player == 1) ? 'X' : 'O';

if (select == 1 && arr[1] == '1')

arr[1] = sign;

else if (select == 2 && arr[2] == '2')

arr[2] = sign;

else if (select == 3 && arr[3] == '3')

arr[3] = sign;

else if (select == 4 && arr[4] == '4')

arr[4] = sign;

else if (select == 5 && arr[5] == '5')

arr[5] = sign;

else if (select == 6 && arr[6] == '6')

arr[6] = sign;

else if (select == 7 && arr[7] == '7')

arr[7] = sign;

else if (select == 8 && arr[8] == '8')

arr[8] = sign;

else if (select == 9 && arr[9] == '9')

arr[9] = sign;

else

{

player--;

}

i=winner();

player++;

}while(i==-1);

skech();

--player;

if(i==1)

cout<<"Player:"<<player<<"\_win(\*!\*) ";

else

cout<<"Game draw\_(\*!\*)";

break;

}

case 2:

{

do

{

skech();

player=(player%2)?1:2;

if(player==1)

{

cout << "Player:" << player << "\_Enter a number: ";

cin >> select;

}

else if(player==2)

{

select=random(nu);

}

sign= (player==1)?'X':'O';

if (select == 1 && arr[1] == '1')

arr[1] = sign;

else if (select == 2 && arr[2] == '2')

arr[2] = sign;

else if (select == 3 && arr[3] == '3')

arr[3] = sign;

else if (select == 4 && arr[4] == '4')

arr[4] = sign;

else if (select == 5 && arr[5] == '5')

arr[5] = sign;

else if (select == 6 && arr[6] == '6')

arr[6] = sign;

else if (select == 7 && arr[7] == '7')

arr[7] = sign;

else if (select == 8 && arr[8] == '8')

arr[8] = sign;

else if (select == 9 && arr[9] == '9')

arr[9] = sign;

else

{

player--;

}

i=winner();

player++;

}while(i==-1);

skech();

if(i==1)

{

--player;

j=player;

if(j==1)

{

cout<<"Player\_win(\*!\*)"<<endl;

}

else

{

cout<<"Computer\_Win(\*!\*)"<<endl;

}}

else

cout<<"Game\_draw(\*!\*)";

return 0;

}

}

return 0;

}

//Computer turn function//

int random(int nu)

{

srand(time(0));

nu = (rand()%9+1);

return nu;

}

//function chewk for win//

int winner()

{

if (arr[1] == arr[2] && arr[2] == arr[3])

return 1;

else if (arr[4] == arr[5] && arr[5] == arr[6])

return 1;

else if (arr[7] == arr[8] && arr[8] == arr[9])

return 1;

else if (arr[1] == arr[4] && arr[4] == arr[7])

return 1;

else if (arr[2] == arr[5] && arr[5] == arr[8])

return 1;

else if (arr[3] == arr[6] && arr[6] == arr[9])

return 1;

else if (arr[1] == arr[5] && arr[5] == arr[9])

return 1;

else if (arr[3] == arr[5] && arr[5] == arr[7])

return 1;

else if (arr[1] != '1' && arr[2] != '2' && arr[3] != '3'

&& arr[4] != '4' && arr[5] != '5' && arr[6] != '6'

&& arr[7] != '7' && arr[8] != '8' && arr[9] != '9')

return 0;

else

return -1;

}

// function for skech of game//

void skech()

{

system("cls");

cout<<endl;

cout<<endl;

cout << " Tic Tac Toe ";

cout<<endl;

cout<<endl;

if(x==1)

{

cout<<" Best of luck (\*!\*) "<<endl;

cout<<endl;

cout << "Player 1 (X) - Player 2 (O)" << endl << endl;

}

if(x==2)

{

cout<<" Best of luck (\*!\*) "<<endl;

cout<<endl;

cout << "Player 1 (X) - Computer (O)" << endl << endl;

}

cout << endl;

cout << " | | " << endl;

cout << " " << arr[1] << " | " << arr[2] << " | " << arr[3] << endl;

cout<<" | |"<<endl;

cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl;

cout << " | | " << endl;

cout << " " << arr[4] << " | " << arr[5] << " | " << arr[6] << endl;

cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl;

cout << " | | " << endl;

cout << " " << arr[7] << " | " << arr[8] << " | " << arr[9] << endl;

cout << " | | " << endl << endl;

}

//End of project//

//finaly complete my project//

Consoul:

