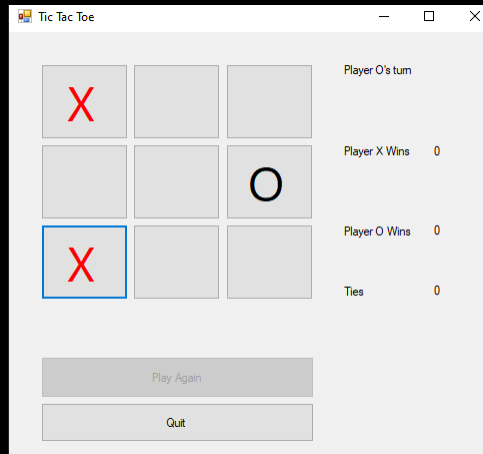


Description

For this week's lab, you will implement a tic tac toe game. Your form should look something like the image below.



The game will have the following specifications

- You want to have a button array for the buttons used to make a move on the board (you don't absolutely have to use arrays but it would be preferred), it would be a 2D array, so you can have

```
Button[,] buttons = new Button[3, 3];
```

And you can load each button on the form using the `(Button)this.Controls["ButtonName"]` to store into each element of the 2D array

- When the play button is clicked, it initializes the tic tac toe board and then the play button becomes disabled, it only becomes enabled when a game is over
- When a tic tac toe button is clicked (if the button's text is not blank), the button's text changes from blank to an X or O depending on the turn
- After each click, the turn should swap from X to O or from O to X
- X or O player turn needs to be displayed in the label
- Each button (where X's and O's go), need to all call the same event function on click where it changes the sender object's text field to display the correct character
- After a player move has been done, you need to verify if the game is over, use a MessageBox to display the winner or tie and then increment a X player, O player, or tie counter and display the amount into labels, then enable the play button and disable all of the tic tac toe buttons

Sample Run

Check the exe file linked on canvas for sample run, here is a video that demos the program

<https://youtu.be/9fjRTfMhEHE>

After making the video, I saw it shows player 1's turn at the start of a new game then it has player X and player O turn, I didn't feel like fixing that after since it isn't really a big deal...

Submission

Compress your project files into a zip file and upload to the canvas site by the deadline