

Pseudocode

board class

Create a board class to keep track of state of board
This class should have a private char array for representing board
boolean – gameOver
Some of it's functions are
 Construct blank board
 print board
 Get value at position (x,y)
 set value at position (x,y)
 check if board is full (3 x's and 3 o's)
 check if player has won

turn function

Take in integer for which player
If all pieces aren't on board
 prompt user to place pice
 if user places at taken position or incorrect location
 prompt user to enter something else
else if all pieces are on board
 prompt user for which piece they want to move
 prompt user for where they want to place piece
 set old poission back to "*"
 mark new position with piece

Main Loop

Declare board object.
create turn variable and set to 0
Begin game in while loop on gameOver boolean.
 print board
 if turn is even, it's player one's turn
 if turn is odd, it's player two's turn
 run turn function

 check if player has won.

 add one to turn variable

When the game is over print out "Game over!", print the board
and say which player one (can figure out from turn count).

Assignment 4 Testing Plan

* sorry I'm handwriting this but I really didn't want to latex up the board configurations

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