

README

HOW TO PLAY

Upon executing TicTacToe.java, the following option appear:

```
Tic Tac Toe
Player 1 <X> - Player 2 <O>
What to do want to play :
Type 1 for Player vs Player
Type 2 for Player vs Computer

```

Out of the two options, the user selects 1 or 2 to play with player or computer, respectively.

If he chooses 1 or 2, the following option appears:

```
| 0 || 1 || 2 |
| 3 || 4 || 5 |
| 6 || 7 || 8 |
Player 1, enter a number:

```

Out of the nine numbers, the player chooses a number to place his X on.

In case of player vs Player, the following screen appears on choosing the position of X by player 1:

```
Player 1, enter a number:
4
| 0 || 1 || 2 |
| 3 || X || 5 |
| 6 || 7 || 8 |
Player 2, enter a number:

```

Then player 2 chooses a number and the game continues.

In player vs computer, the following screen appears after player 1 enters the number:

```
Type 1 for Player vs Player
Type 2 for Player vs Computer
2
| 0 || 1 || 2 |
| 3 || 4 || 5 |
| 6 || 7 || 8 |
Player 1, enter a number:
3
| 0 || 1 || 2 |
| X || 4 || 5 |
| 6 || 7 || 8 |
Computer makes the following move:
| 0 || 1 || 2 |
| X || 0 || 5 |
| 6 || 7 || 8 |
Player 1, enter a number:
|
```

After the player makes a move, the computer responds with a move, which is displayed. Then player makes the move, followed by computer and this continues till the end of game.

GAME OVER

The game ends in a tie or a win.

The following screen appears in case of tie:

```
| 0 || X || X |
| X || 0 || 0 |
| X || 0 || X |
Game is over. It is a draw
```

The following appears in case of a win:

```

Player 1, enter a number:
8
| X || 0 || 0 |
| 3 || X || 5 |
| 6 || 7 || X |
1 player won the match

```

EXCEPTION HANDLING

Two types of exceptions may occur, the user may enter the same number twice or he may enter a number greater than 8.

In both the cases, the following screen appears instructing the user to enter input again:

```

Player 1, enter a number:
0
| X || 1 || 2 |
| 3 || 4 || 5 |
| 6 || 7 || 8 |
Player 2, enter a number:
0
Enter valid Input
Player 2, enter a number:

```