## Name of the project TIC TAC TOE

## Team members:

int checkwin();

void board();

Reg. No. - Name

- 1. RA2111003011365 = Mithun veeramaneni
- 2. RA2111003011341 = korivi venkata visweswar reddy
- 3. RA2111003011353 = Andalam sai vignesh

## Brief Introduction about the project

Tic-tac-toe is a simple, two-player game that, if played optimally by both players, will always result in a tie. The game is also called noughts and crosses or Xs and Os. Tic-tac-toe is a game that is traditionally played by being drawn on paper, and it can be played on a computer or on a variety of media

Program
/*************************************
Online C Compiler.
Code, Compile, Run and Debug C program online.
Write your code in this editor and press "Run" button to compile and execute it.
***************************************
#include <stdio.h></stdio.h>
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char square[10] = { 'o', '1', '2', '3', '4', '5', '6', '7', '8', '9' };

```
int main()
{
  int player = 1, i, choice;
  char mark;
  do
  {
     board();
     player = (player % 2) ? 1 : 2;
     printf("Player %d, enter a number: ", player);
     scanf("%d", &choice);
     mark = (player == 1) ? 'X' : 'O';
     if (choice == 1 && square[1] == '1')
        square[1] = mark;
     else if (choice == 2 && square[2] == '2')
        square[2] = mark;
     else if (choice == 3 && square[3] == '3')
        square[3] = mark;
     else if (choice == 4 && square[4] == '4')
        square[4] = mark;
     else if (choice == 5 && square[5] == '5')
        square[5] = mark;
```

```
else if (choice == 6 && square[6] == '6')
     square[6] = mark;
  else if (choice == 7 && square[7] == '7')
     square[7] = mark;
  else if (choice == 8 && square[8] == '8')
     square[8] = mark;
  else if (choice == 9 && square[9] == '9')
     square[9] = mark;
  else
  {
     printf("Invalid move ");
     player--;
     getch();
  }
  i = checkwin();
  player++;
\mathbf{while} (i == -1);
board();
if (i == 1)
  printf("==>\aPlayer %d win ", --player);
else
  printf("==>\aGame draw");
```

```
getch();
  return 0;
}
FUNCTION TO RETURN GAME STATUS
1 FOR GAME IS OVER WITH RESULT
-1 FOR GAME IS IN PROGRESS
O GAME IS OVER AND NO RESULT
int checkwin()
  if (square[1] == square[2] && square[2] == square[3])
    return 1;
  else if (square[4] == square[5] && square[5] == square[6])
    return 1;
  else if (square[7] == square[8] && square[8] == square[9])
    return 1;
  else if (square[1] == square[4] && square[4] == square[7])
    return 1;
  else if (square[2] == square[5] && square[5] == square[8])
    return 1;
  else if (square[3] == square[6] && square[6] == square[9])
```

```
return 1;
  else if (square[1] == square[5] && square[5] == square[9])
    return 1;
  else if (square[3] == square[5] && square[5] == square[7])
    return 1;
  else if (square[1] != '1' && square[2] != '2' && square[3] != '3' &&
    square[4] != '4' && square[5] != '5' && square[6] != '6' && square[7]
    != '7' && square[8] != '8' && square[9] != '9')
    return 0;
  else
    return - 1;
FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK
void board()
  system("cls");
  printf("\n\n\tTic Tac Toe\n\n");
  printf("Player 1 (X) - Player 2 (O)\n\n');
```

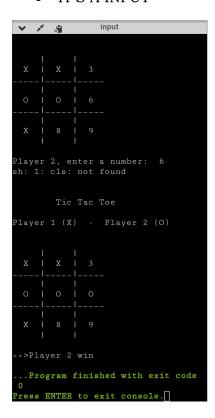
}

{

```
printf(" | \n");
 printf(" %c | %c | %c \n", square[1], square[2], square[3]);
 printf("____|__|\n");
 printf(" | \n");
 printf(" %c | %c | %c \n", square[4], square[5], square[6]);
 printf("____|___|__\\n");
 printf(" | | \n");
 printf(" %c | %c | %c \n", square[7], square[8], square[9]);
 printf(" | \n\n");
}
END OF PROJECT
```

Sample Input and Output

## • IT'S A INPUT



- Give any number from 1to9
- Player 1 marks=x
- Player 2 marks=o
- It comes output