

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>

char square[10] = { 'o', '1', '2', '3', '4', '5', '6', '7', '8', '9' };
int choice, player=1;
char player1[100], player2[100];

int checkForWin();
void displayBoard();
void markBoard(char mark);

int main()
{
    int gameStatus;

    char mark;
    printf("*****Welcome To My Tik Tak Toe Game*****\n\n");
    printf("enter player1 name\n");
    scanf("%s", player1);
    printf("enter player2\n");
    scanf("%s", player2);
    printf("%s vs %s\n\n", player1, player2);
    printf("player1 = %s\n", player1);
    printf("player2 = %s\n", player2);

    do
    {
        displayBoard();

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

        if(player==1)
        {
            printf("%s is active\n", player1);
            printf(" player %s, enter a number: \n", player1);
            scanf("%d", &choice);
        }

        else
        {
            printf("%s is active\n", player2);
            printf(" %s, enter your number\n", player2);
            scanf("%d", &choice);
        }

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

        markBoard(mark);

        gameStatus = checkForWin();
        displayBoard();
        player++;

    }while (gameStatus == -1);

    if (gameStatus == 1)
    {
        player = (player % 2) ? 1 : 2;

        if(player==1)
        {
            printf("*****player2=%s win congratulations*****\n", player2);
        }

        else
        {
            printf("*****player1=%s win congratulations*****\n", player1);
        }

    }

    else
    {
        printf("==>Game draw");
    }

    return 0;
}

void displayBoard()
{
    printf(" | | \n");
    printf(" %c | %c | %c \n", square[1], square[2], square[3]);

    printf(" | | \n");
    printf(" %c | %c | %c \n", square[4], square[5], square[6]);

    printf(" | | \n");
    printf(" %c | %c | %c \n", square[7], square[8], square[9]);

    printf(" | | \n\n");
}

int checkForWin()
{
    int returnValue = 0;

    if (square[1] == square[2] && square[2] == square[3])
    {
        returnValue = 1;
    }

    else if (square[4] == square[5] && square[5] == square[6])
    {
        returnValue = 1;
    }

    else if (square[7] == square[8] && square[8] == square[9])
    {
        returnValue = 1;
    }

    else if (square[1] == square[4] && square[4] == square[7])
    {
        returnValue = 1;
    }

    else if (square[2] == square[5] && square[5] == square[8])
    {
        returnValue = 1;
    }

    else if (square[3] == square[6] && square[6] == square[9])
    {
        returnValue = 1;
    }

    else if (square[1] == square[5] && square[5] == square[9])
    {
        returnValue = 1;
    }

    else if (square[3] == square[5] && square[5] == square[7])
    {
        returnValue = 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')
    {
        returnValue = 0;
    }

    else
    {
        returnValue = -1;
    }

    return returnValue;
}

void markBoard(char mark)
{
    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;
    }

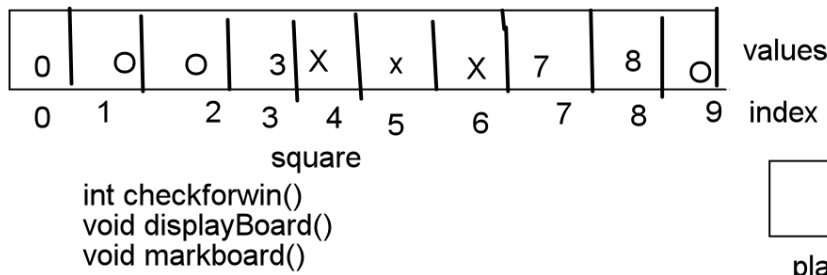
    else if (choice == 7 && square[7] == '7')
    {
        square[7] = mark;
    }

    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();
}
```



player1

player2

