



Department of Computer Science and Application



JAVA Project

TIC TAC TOE

Submitted To:

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Submitted By:

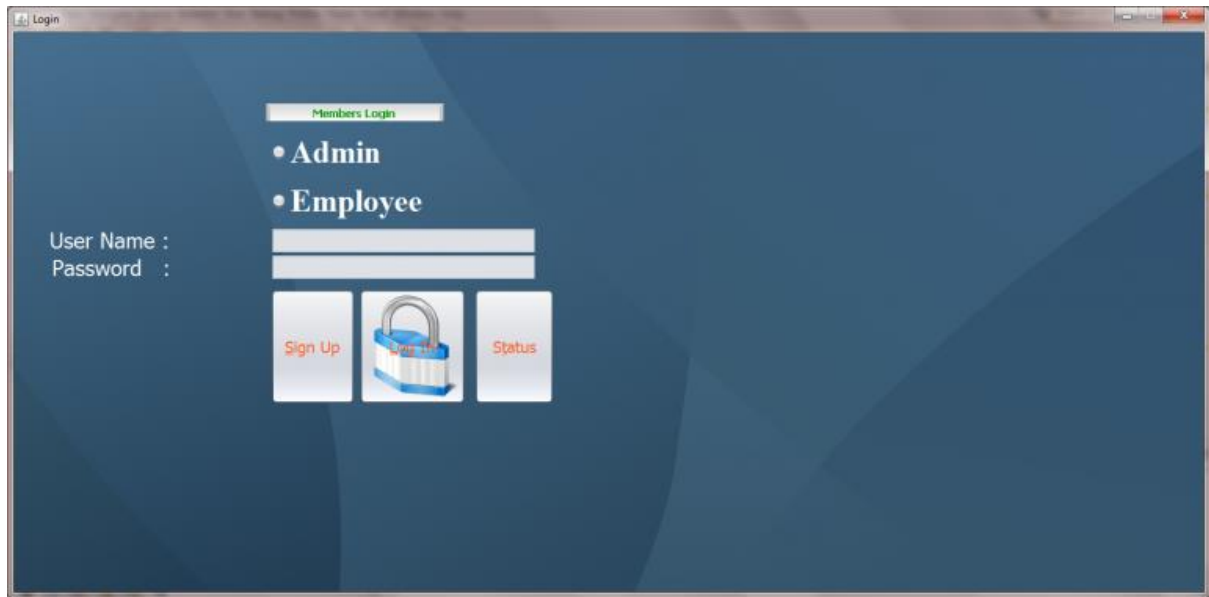
Kunal Yadav

Omesh

Objective of Tic Tac Toe:

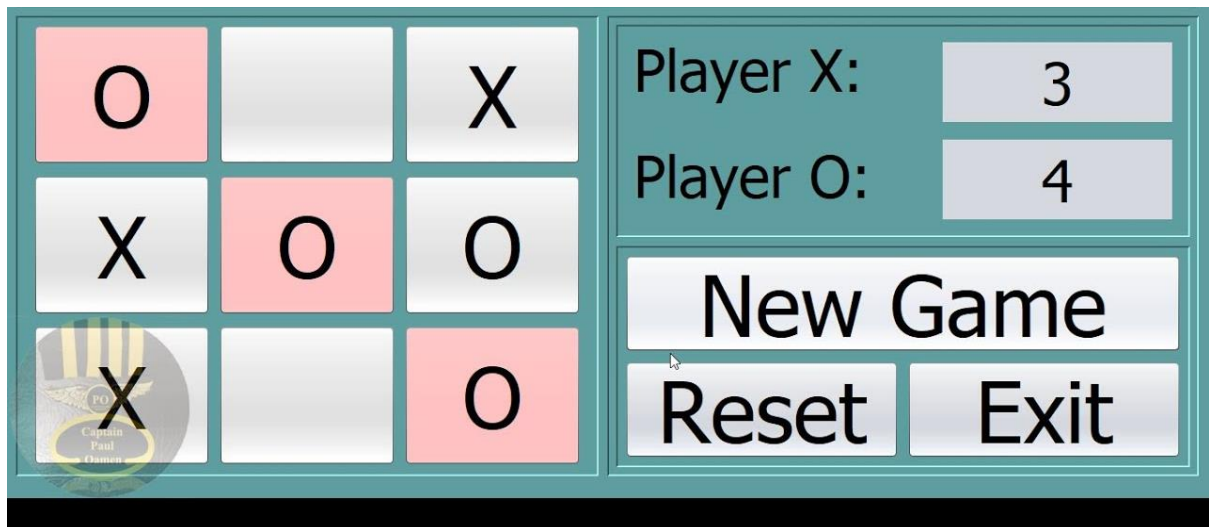
1. Implement the game logic: This includes defining the rules of the game, such as how players take turns, how a player wins or loses, and how the game ends in a draw.
2. Develop a graphical user interface (GUI): The GUI will allow players to interact with the game by clicking on buttons to place their symbol (X or O). Java Swing is a great library for creating graphical user interfaces.
3. Store game data in a database: This can include the results of each game, the moves made by each player, and the score of each player. JDBC is a Java API that can be used to connect to and interact with a database.
4. The goal of the game is for players to position their marks so that they make a continuous line of three cells vertically, horizontally, or diagonally.

Login Page:



A screenshot of a web application's login page. The page has a dark blue background with a subtle pattern. On the left, there are labels for 'User Name :' and 'Password :'. In the center, there is a 'Members Login' section with a bulleted list containing 'Admin' and 'Employee'. Below the list are two input fields for the username and password. At the bottom of the login section, there are three buttons: 'Sign Up' (with a red outline), a button with a blue padlock icon and the text 'Log In' (with a blue outline), and 'Status' (with a red outline).

Game Panel:



A screenshot of a Tic Tac Toe game panel. The game board is a 3x3 grid. The top row contains 'O' (red), an empty cell (white), and 'X' (white). The middle row contains 'X' (white), 'O' (red), and 'O' (white). The bottom row contains 'X' (white) with a circular overlay showing a profile picture and the name 'Captain Paul Chamen', an empty cell (white), and 'O' (red). To the right of the board, there are two score displays: 'Player X:' with a value of 3, and 'Player O:' with a value of 4. Below these are three buttons: 'New Game', 'Reset', and 'Exit'.

Player	Score
Player X:	3
Player O:	4

Buttons: New Game, Reset, Exit