Assignment 2: Tic-Tac-Toe COL216 Submission Date: 19-01-20

Our program mainly works on following modules:

P1Input
P2Input
CheckInput
CheckWin
Board

Register $s0 keeps track of who's turn it is and $s1 keeps track of the no. of moves have been made. Board module prints the table which is initialized with the slot number.

CheckInput:
It gives the turn to the player according to the value stored in $s0, 1 for P1 and 2 for P2
P1Input: Player1 makes its input and then check if it is a valid input by checking the place where the turn is made. Then change the value of $s0 to 2 and jump to Module UpdateBoardX for a valid input.
P2Input: Player2 makes its input and then check if it is a valid input by checking the place where the turn is made. Then change the value of $s0 to 1 and jump to Module UpdateBoardO for a valid input.
UpdateBoardX/UpdateBoxO: Checks for a valid input and directs to InvalidP1/InvalidP2 which further redirects to P1Input/P2Input in case of invalid input. In case of valid input updates the Board and prints it on the console.
Board: Prints the matrix and the checks for result.
CheckWin: Updates the value of $s1 by 1 and then checks for possible combinations for win then through its sub modules CheckWinner.1, CheckWinner.2, CheckWinner.3, CheckWinner.9 decides the winner and then exit the program.