Object Oriented Programming Term Project

Object Oriented Programming

Term Project Stage 02 Marks 100

Instructions

You are required to work on this project **individually**. Absolutely **NO collaboration** is allowed. Any traces of plagiarism would result in an **"F"** grade in this course and possibly **disciplinary action**. You are also **strictly not allowed** to discuss or take help from any of your peer student(s) but taking advice from your **Teacher** and from **Teacher Assistants** will be highly appreciated © ©

Due Date and Submission Instructions

Send the **source code .cpp file only** labeled with your complete roll at <u>areeba.ilyas@pucit.edu.pk</u> on Sunday, January 14, 2018 till 11:59 PM.

INTRODUCTION

In the previous stage of your project you develop a game Tic - Tac - Toe for two human players. Now you are required to add a new feature through which a player can play with computer. So to make this happen program your code in such a way that the computer should give humans a very tough time \odot . Place **X** and **0** whenever human and computer make a move respectively.

SAMPLE EXECUTION

Welcome to Tic – Tac – Toe

- 1. Single Player (Human vs Computer)
- 2. Two Player (Human vs Human)

Enter your choice: 1

Select playing grid

- 1. 3 X 3
- 2. 4 X 4
- 3. 5 X 5

Enter your choice: 1

1	2	3
4	5	6
7	8	9

Human: Select a location: 1

X	2	0	
4	5	6	
7	8	9	

Human: Select a location: 4

X	2	0	
X	5	0	
7	8	9	

Human: Select a location: 7

X 2 0

Object Oriented Programming	Term Project
X 5 0 X 8 9	
Human Wins	
Want to play again [Y/N]: Y	
 Single Player (Human vs Computer) Two Player (Human vs Human) 	
Enter your choice: 1	
Select playing grid	
1. 3X3	
2. 4 X 4 3. 5 X 5	
Enter your choice: 1	
1 2 3 4 5 6 7 8 9	
Human: Select a location: 1 X 2 0	
4 5 6	
7 8 9	
Human: Select a location: 4	
X 2 0	
X 5 0 7 8 9	
Human: Select a location: 5	
X 2 0	
X X 0 7 8 0	
Computer Wins	
Want to play again [Y/N]: Y	
 Single Player (Human vs Computer) Two Player (Human vs Human) 	

2. Two Player (Human vs Human)

Enter your choice: 1

MARKS DISTRIBUTION

Execution	Error Handling	Coding Style	Comments	Total
50	20	20	10	100

NOTE: - No submission will be accepted after the due time of Sunday, 14th January 2018.

BEST OF LUCK