

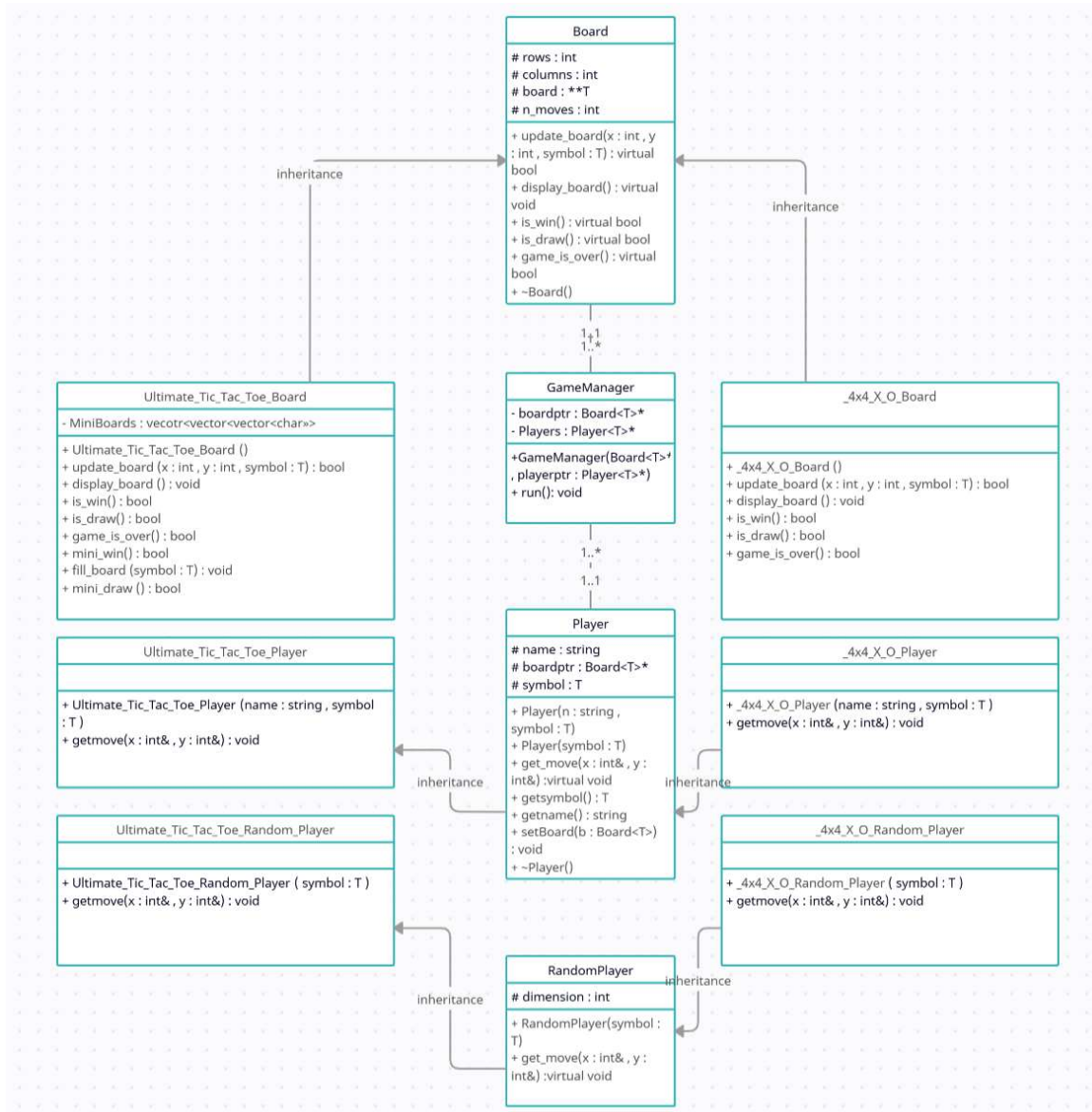


**Cairo University**  
**Faculty of Computers and Artificial**  
**Intelligence**  
**CS-213**  
**second year**  
**Assignment 2 – Task2,3**  
**Section: S27**  
**Subjected To: Dr Mohamed EL Ramly**

---

Youssef Hossam Ibrahim	20230490	<a href="mailto:yh55694@gmail.com">yh55694@gmail.com</a>
Mario Dawod Botros	20230304	<a href="mailto:mariodawod12@gmail.com">mariodawod12@gmail.com</a>
Fatma Hashim Mohamed	20230285	<a href="mailto:fatma.hashim20233@gmail.com">fatma.hashim20233@gmail.com</a>

## UML design for the relation of the classes:



### Work break-down table:

The whole team collaborate in each function to create the vole machine perfectly but to be more specified:

Mario Dawod Botros	Youssef Hossam Ibrahim	Fatma Hashim Mohamed
Did these 3 games 1. Four-in-a-row 2. Numerical Tic-Tac-Toe 3. Ultimate Tic Tac Toe	Did these 3 games 1. 5 x 5 Tic Tac Toe 2. Misere Tic Tac Toe 3. 4 x 4 Tic-Tac-Toe	Did these 2 games 1. Pyramic Tic-Tac-Toe 2. Word Tic-tac-toe

### Report of the quality of the code of other members:

Mario Dawod Botros	Youssef Hossam Ibrahim	Fatma Hashim Mohamed
1-Pyramic tic-tac-toe: Works well but didn't use inheritance for the game manager. 2-5X50 tic-tic-tac-toe: The code is mostly fine and the game works well without any issues to address. 3-WordBoard tic-tac-toe: The game works fine but changed Game Manger implementation.	1-four in row game: Very clean code with using all the instructions of the assignment 2-pyramic tic-tac-toe: Works well but leaks to the instructions of using gameboard class	1-5X50 tic-tac-toe: Good handling to is_win function 2-numerical tic-tac-toe: Innovative and accurate rule implementatio

## GitHub Work:

<https://github.com/mario985/BoardGame>

The screenshot shows the GitHub repository page for 'BoardGame' by user 'mario985'. The repository is private and has 1 watch, 0 forks, and 0 stars. It is currently on the 'main' branch with 1 branch and 0 tags. The repository has 30 commits by Mario Dawod and Mario Dawod, with the latest commit 63af9d9 from yesterday. The file list includes .gitignore, 3x3X\_O.h, 4x4X\_O.h, 5x5X\_O.h, Board Game Classes.html, BoardGame\_Classes.h, Four\_IN\_Row.h, MinMaxPlayer.h, Misere.h, Numerical\_Tic\_Tac\_Toe.h, Pyramid\_Board.h, and WordBoard.h. The right sidebar shows the 'About' section with no description, 'Activity' with 0 stars and 1 watching, 'Releases' with no published releases, 'Packages' with no published packages, and 'Contributors' with 2 contributors: YoussefHossam and mario985. A Windows activation watermark is visible in the bottom right corner.

**BoardGame** Private

Watch 1 Fork 0 Star 0

main 1 Branch 0 Tags

Go to file Add file Code

Mario Dawod and Mario Dawod done 63af9d9 - yesterday 30 Commits

.gitignore	updated game 8	last week
3x3X_O.h	Done	2 weeks ago
4x4X_O.h	Update 4x4X_O.h	2 days ago
5x5X_O.h	5x5 XO & Misere V3	last week
Board Game Classes.html	Done	2 weeks ago
BoardGame_Classes.h	Done	2 weeks ago
Four_IN_Row.h	updated	5 days ago
MinMaxPlayer.h	Done	2 weeks ago
Misere.h	5x5 XO & Misere V3	last week
Numerical_Tic_Tac_Toe.h	updated	5 days ago
Pyramid_Board.h	done	yesterday
WordBoard.h	done	yesterday

**About**

No description, website, or topics provided.

Activity

0 stars

1 watching

0 forks

**Releases**

No releases published

[Create a new release](#)

**Packages**

No packages published

[Publish your first package](#)

**Contributors** 2

YoussefHossam Youssef Hossam

mario985

Activate Windows  
Go to Settings to activate Windows.