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package week06;
import java.util.Arrays;
public class gameboard {

    String[] board = new String[9];
    public void initilaize() {
        for (int i = 1; i <= 9; i++ ) {
            board[i -1] = String.valueOf(i);
        }
    }

    ublic String checkWinStatus() {
        for (int pos = 0; pos <8; pos++) {

            String winningCombo = null;

            switch (pos) {
switch (pos)
{
                case 0:
                    winningCombo = this.board[0] +
this.board[1] + this.board[2];
                    break;

                case 1:
                    winningCombo = this.board[3] +
this.board[4] + this.board[5];
                    break;

                case 2:
                    winningCombo = this.board[6] +
this.board[7] + this.board[8];
                    break;

                case 3:
                    winningCombo = this.board[0] +
this.board[3] + this.board[6];
                    break;

                case 4:
                    winningCombo = this.board[1] +
this.board[4] + this.board[7];
                    break;

                case 5:
                    winningCombo = this.board[2] +
this.board[5] + this.board[8];

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        break;

        case 6:
            winningCombo = this.board[0] +
this.board[4] + this.board[8];
            break;

        case 7: winningCombo = this.board[2] +
this.board[4] + this.board[6];
            break;{

//x
if (winningCombo.equals("XXX")) {
    return "X";
}

switch (pos) {
    case 0:
        winningCombo = this.board[0] +
this.board[1] + this.board[2];
        break;
    case
    1:
        winningCombo = this.board[3] +
this.board[4] + this.board[5];
        break;
    case 2:
        winningCombo = this.board[6] +
this.board[7] + this.board[8];
        break;
    case 3:
        winningCombo = this.board[0] +
this.board[3] + this.board[6];
        break;
    case 4:
        winningCombo = this.board[1] +
this.board[4] + this.board[7];
        break;
    case 5:

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        winningCombo = this.board[2] +
this.board[5] + this.board[8];
        break;
        case 6:
            winningCombo = this.board[0] +
this.board[4] + this.board[8];
            break;
        case 7:
            winningCombo = this.board[2] +
this.board[4] + this.board[6];
            break;
    }
    // X winner
    if (winningCombo.equals("XXX")) {
        return "X";
    }
}
}
}

```