

1.Design and implement a simple Tic-Tac-Toe game using a 2D array in C for two players.

Instructions:

1. **Board Initialization:**

- Create a 3x3 2D array to represent the Tic-Tac-Toe board.
- Initialize the board with empty spaces.

2. **Display Function:**

- Implement a function to display the current state of the board.

3. **Player Moves:**

- Implement a function to take player input for their move.
- Validate the move to ensure it's within bounds and on an empty spot.

4. **Win Condition:**

- Implement a function to check if there is a winner after each move.
- A player wins if they have three of their symbols in a row, column, or diagonal.

5. **Draw Condition:**

- Implement a function to check if the board is full and the game is a draw.

6. **Game Loop:**

- Alternate turns between the two players.
- Display the board after each move.
- End the game when there is a win or a draw.
- Declare the winner or state that the game is a draw.

2:WAP to print the matrix in spiral form.

Input: 1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 16

output: 1 2 3 4 8 12 16 15 14 13 9 5 6 7 11 10

Instructions:

- 1.Create a 2D array to store the elements of the matrix.
- 2.Use variables to track the current top, bottom, left, and right boundaries of the matrix.
- 3.Fill the matrix in a clockwise spiral pattern, updating the boundaries accordingly.
- 4.Print the resultantmatrix.

