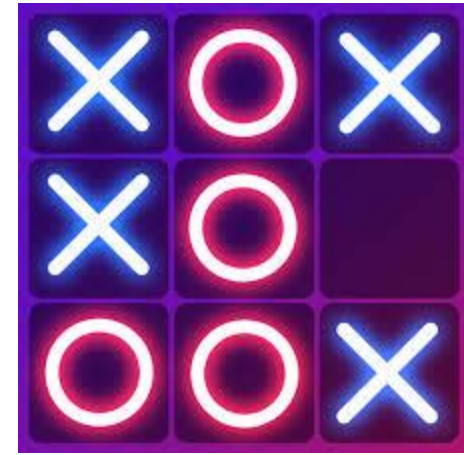


# TIC TAC TOE

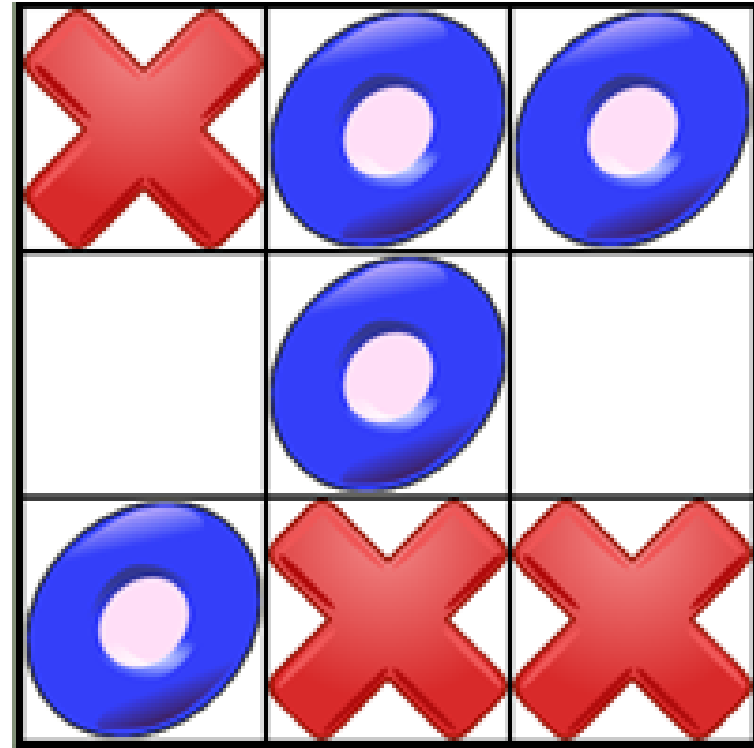


- 24kb1a05nz(Mukunda)
- 24kb1a05kt(Siddish)
- 24kb1a05nr(Jaswanth)
- 24kb1a0561(Madhu)

# CONTEXT

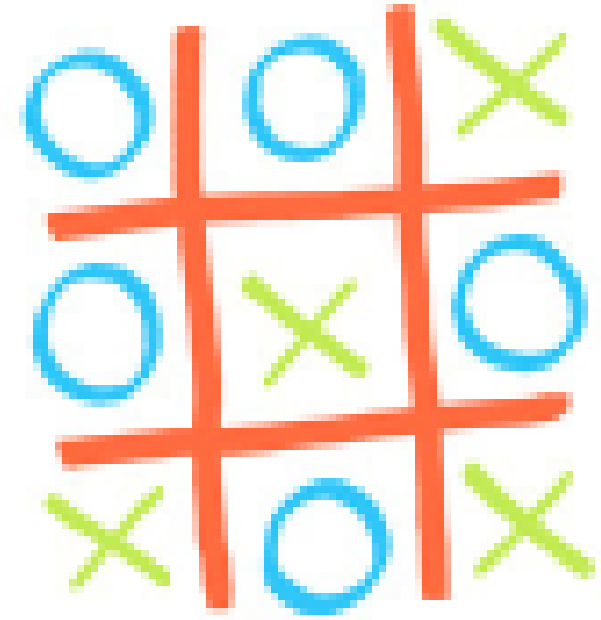
## Tic Tac Toe in C

- 1. **Introduction:**
  - Overview of Tic Tac Toe
  - Importance of programming games
- 2. **Game Features:**
  - User input
  - Win/draw detection
  - Game board display
- 3. **Implementation:**
  - Arrays for game board
  - Functions for game logic
- 4. **Benefits:**
  - Improves problem-solving skills
  - Enhances programming knowledge
- 5. **Future Enhancements:**
  - AI opponents
  - GUI implementation



# KEY FEATURES

- 1. **Game Board Representation:**
  - 3x3 grid represented using a 2D array
- 2. **User Input:**
  - Players enter their moves (row and column numbers)
  - Input validation to ensure valid moves
- 3. **Game Logic:**
  - Checks for wins (horizontal, vertical, diagonal)
  - Checks for draws (all squares filled, no winner)
- 4. **Game Display:**
  - Displays the current state of the game board
  - Shows player symbols (X and O)
- 5. **Player Switching:** - Alternates between two players (X and O)
- 6. **Win/Draw Detection:** - Announces the winner or declares a draw
- 7. **Game Loop:** - Continues until the game is won or drawn





# SOURCE CODE

**<https://onlinegdb.com/F62fBdE13>**

# ALGORITHM

## 1. **Initialize Game Board:**

- Create a 3x3 grid.

## 2. **Player Move:**

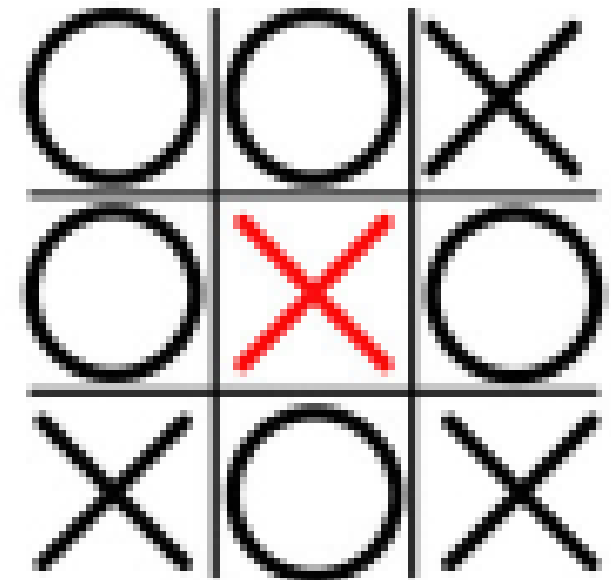
- Get player input (row and column).
- Validate input.
- Update game board.

## 3. **Check Win/Draw:**

- Check rows, columns, and diagonals for a win.
- Check if all squares are filled (draw).

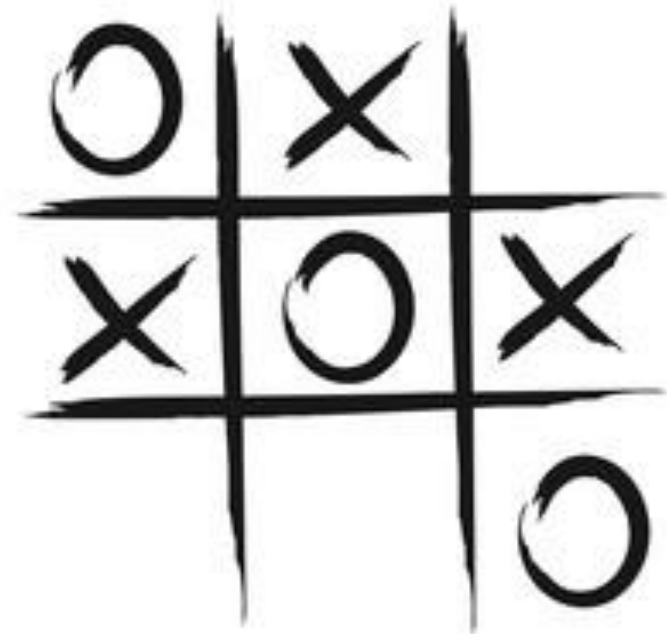
## 4. **Switch Player:** Alternate between players (X and O).

## 5. **Repeat:** Continue steps 2-4 until win or draw.



# ADVANTAGES

- 1. Improves Problem-Solving Skills
- 2. Enhances Critical Thinking
- 3. Develops Strategic Planning
- 4. Improves Cognitive Function
- 5. Promotes Healthy Competition
- 6. Builds Analytical Skills
- 7. Fun and Engaging





# DISADVANTAGES

- 1. Limited Complexity
- 2. Predictable Outcomes
- 3. Limited AI Implementation
- 4. Graphical Limitations
- 5. Error Handling Challenges





# CONCLUSION

- - Successfully implemented a console-based Tic Tac Toe game in C.
- - Demonstrated key programming concepts like arrays, functions, and loops.
- - Provided a foundation for further enhancements and improvements.





THANKYOU