Tic Tac Toe

Vertical Win:

A black screen with white text

Description automatically generated

Horizontal win:

A black screen with white text

Description automatically generated

Right Diagonal:

A black screen with white text

Description automatically generated

Left Diagonal:  
A black screen with white text

Description automatically generated

Draw:

A screenshot of a computer

Description automatically generated

Connect Four:

Vertical win:

A screenshot of a computer

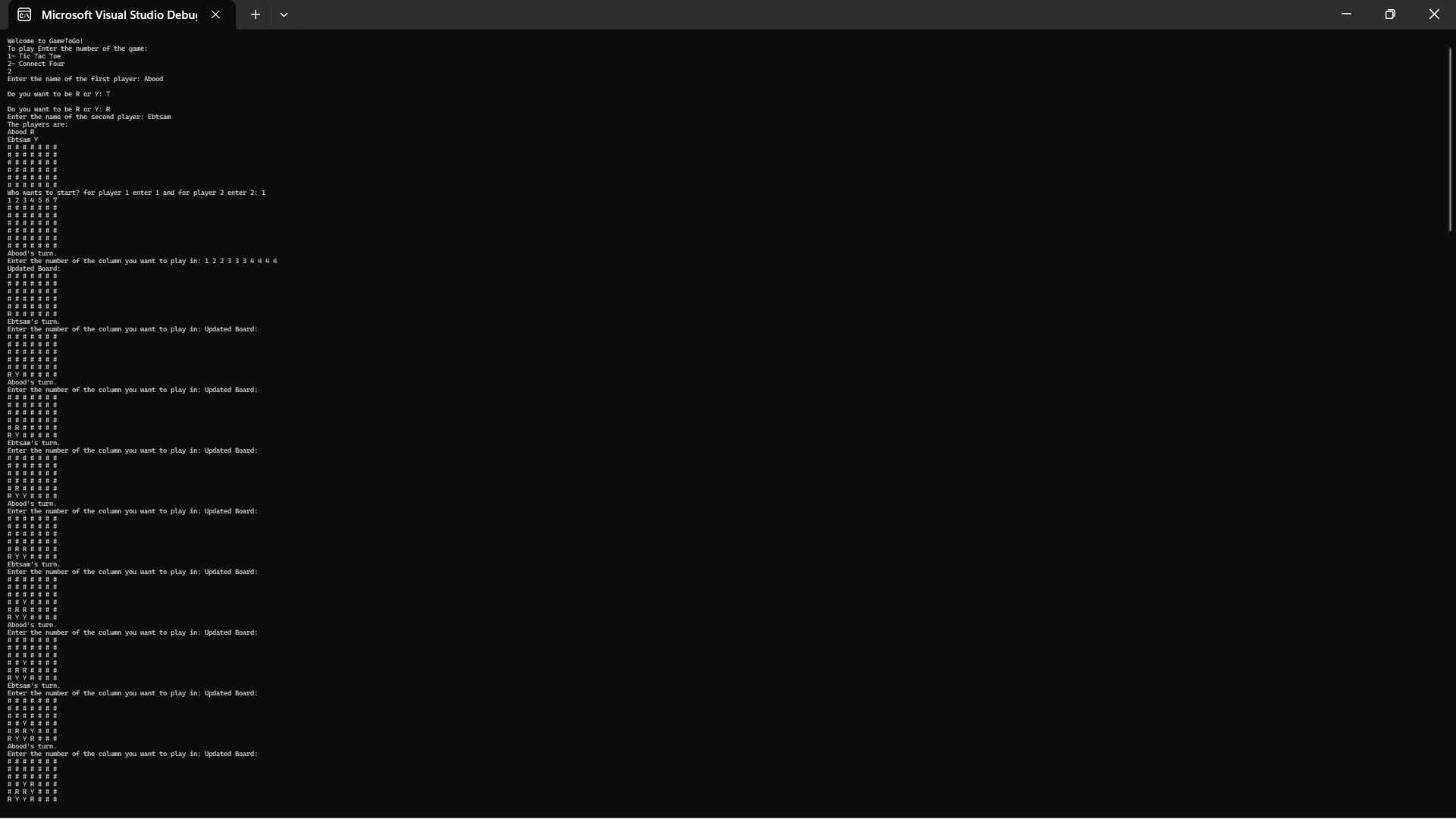
Description automatically generated

Horizontal Win:

A screenshot of a computer

Description automatically generated

Diagonal Win:



A black screen with a black background

Description automatically generated

Draw:



A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

Remarks:

* All the cases of Tic Tac Toe have been tested.
* Most of the cases of Connect Four have been tested, however there are too many possibilities.
* I used the player object as a playing object. I am not sure if it makes sense, but it was the optimal way for me.
* The graphics are not that good, but the time is limited.
* I have considered most of the validations, but I may have left some unintentionally.
* The overloading operator << for the player class is implemented and used in the game classes.
* I used maps and pairs for ease and simplicity of playing, but they are not essential.
* I didn’t need vectors or iterators in the main function.

It’s supposedly working properly. I hope it still does :)

Thank you.