--Just the Test\_Cases

--test case for draw

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 2);

exec nextTurn('O', 3, 3);

exec nextTurn('X', 3, 1);

exec nextTurn('O', 2, 1);

exec nextTurn('X', 1, 2);

exec nextTurn('O', 1, 3);

exec nextTurn('X', 2, 3);

--test case for X wins in diagonal

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 2);

exec nextTurn('O', 3, 1);

exec nextTurn('X', 3, 3);

--test case for O wins in row

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 2);

exec nextTurn('O', 3, 1);

exec nextTurn('X', 2, 1);

exec nextTurn('O', 3, 3);

--test case for X wins in column

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 1);

exec nextTurn('O', 3, 3);

exec nextTurn('X', 3, 1);

--test case for wrong character entered

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 1);

exec nextTurn('O', 3, 3);

exec nextTurn('C', 3, 1);

--test case to show handling of lowercase 'x' or 'o' and starting with gamer O

exec start\_game();

exec nextTurn('o', 1, 1);

exec nextTurn('x', 3, 2);

exec nextTurn('o', 2, 1);

exec nextTurn('x', 3, 3);

exec nextTurn('o', 3, 1);

--test case for a gamer playing two turns at once handling

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 1);

exec nextTurn('O', 3, 3);

exec nextTurn('O', 3, 1);

--test case for a square has already been filled

exec start\_game();

exec nextTurn('X', 1, 1);

exec nextTurn('O', 3, 2);

exec nextTurn('X', 2, 1);

exec nextTurn('O', 3, 3);

exec nextTurn('X', 3, 3);