



TicTacToe

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Overview

A TicTacToe game made in c++ using graphics.h header is a graphical version of the classic board game where two players take turns to mark X or O on a 3x3 grid. The player who marks three squares in a row, column or diagonal wins the game. If all squares are filled and no one wins, the game is a draw.

Platform Used : Dev C++

1. Dev C++ is an open source and free integrated development environment (IDE) for the C and C++ programming languages. It runs on Windows platforms and supports various compilers, such as GCC, Mingw and Cygwin.
2. It provides features such as code editor, project manager, debugger, class browser, code completion, profiling support, CVS support and more. It is one of the most popular and widely used IDEs for C and C++ development, especially among beginners and students.

Libraries used

1. Graphics Library : graphics.h is a header file that provides functions and macros for drawing graphics on the screen using the C and C++ programming languages. graphics.h is a header file that provides functions and macros for drawing graphics on the screen using the C and C++ programming languages.
2. STL header file : `#include<bits/stdc++.h>` is a non-standard header file that includes every standard library and STL header file in C++.
3. DOS Applications : `#include<dos.h>` is a header file that provides functions and macros for interacting with the DOS operating system and its features, such as interrupts, sound, date and time, mouse input, etc. It allows programmers to create DOS applications that can access low-level hardware and system resources.

Source Code : GitHub Repository

The source code of the above program is included in the GitHub repository given below :

[nishadphule/TicTacToe \(github.com\)](https://github.com/nishadphule/TicTacToe)

Screenshots of Output



