



**North South University**

**Project Documentation**  
**CSE 427**

**Title: Tick-Tac-Toe**

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**Submitted By:**

|                     |            |                              |
|---------------------|------------|------------------------------|
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**Submitted to:**

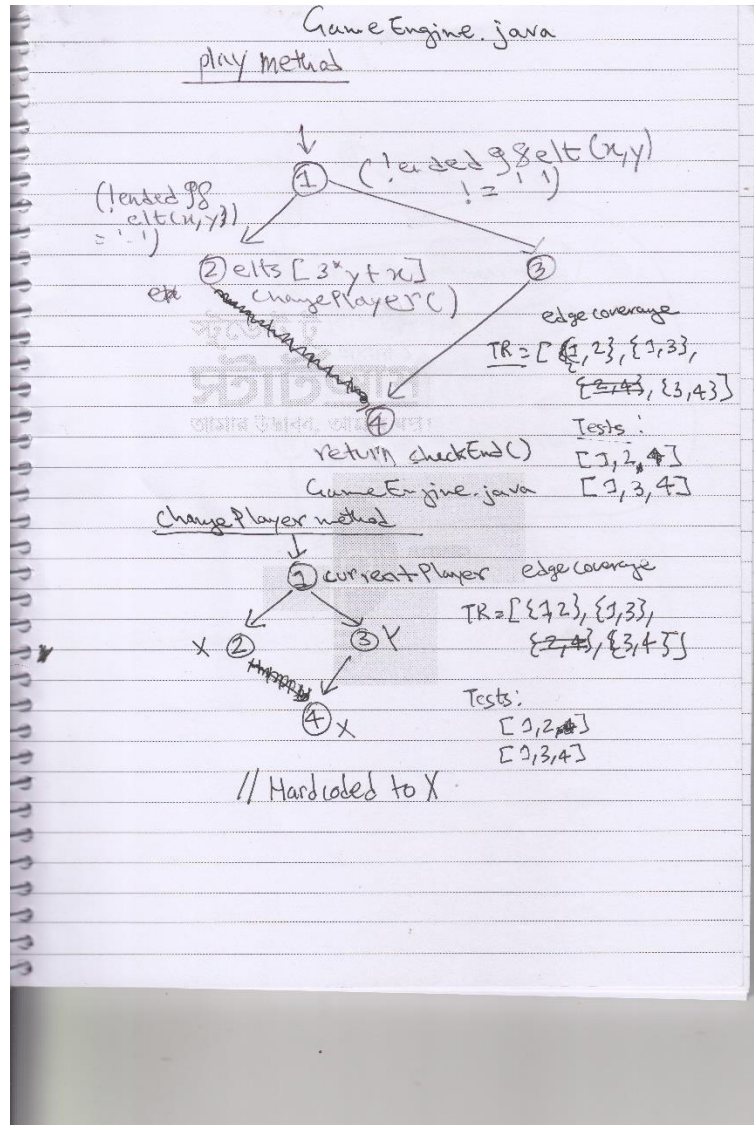
**Shaikh Shawon Arefin Shimon**

Lecturer,

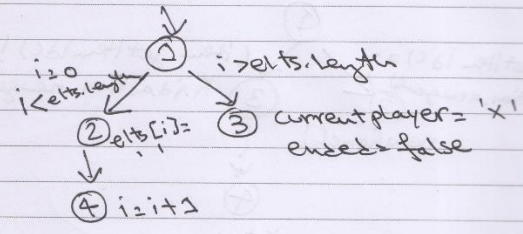
Department of Electrical and Computer Engineering  
North South University

## Graph Coverage

### Class – GameEngine.java

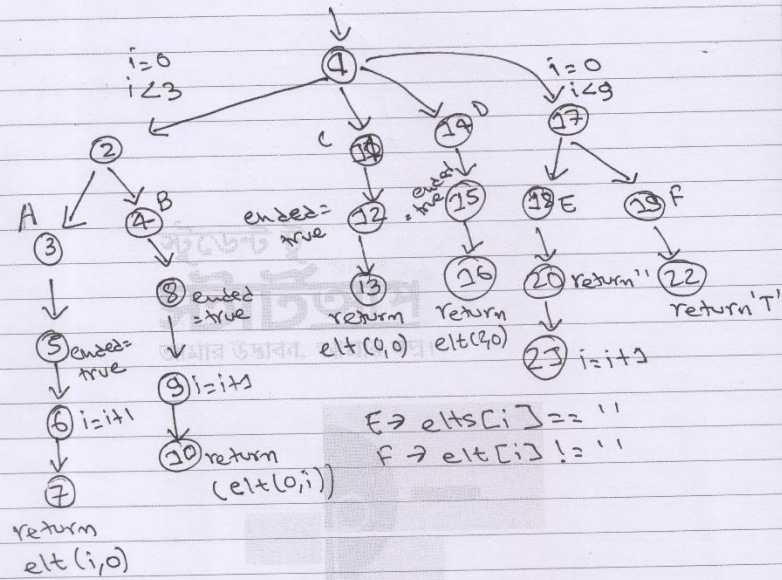


GameEngine, Java  
newGame()



# Game Engine : java

## checkEndC)



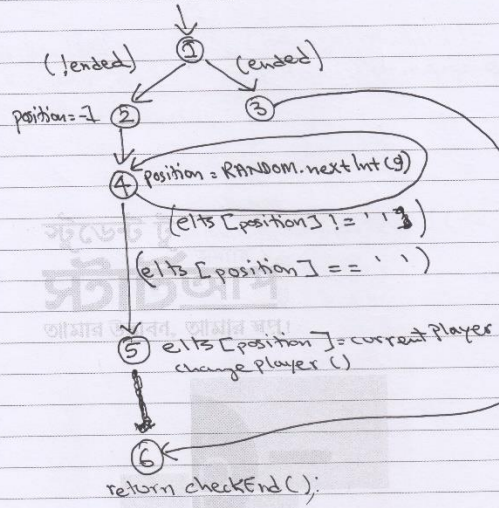
A  $\rightarrow \text{elt}(i,0) \neq ''$  &  $\text{elt}(i,0) == \text{elt}(i,1)$  &  $\text{elt}(i,1) == \text{elt}(i,2)$

B  $\rightarrow \text{elt}(0,i) \neq ''$  &  $\text{elt}(0,i) == \text{elt}(0,i+1)$  &  $\text{elt}(0,i+1) == \text{elt}(0,i+2)$

C  $\rightarrow \text{elt}(0,0) \neq ''$  &  $\text{elt}(2,0) == \text{elt}(1,1)$  &  $\text{elt}(1,1) == \text{elt}(0,2)$

D  $\rightarrow \text{elt}(2,0) \neq ''$  &  $\text{elt}(2,0) == \text{elt}(0,2)$  &  $\text{elt}(0,2) == \text{elt}(0,2)$

Game Engine.java  
Computer ()



FR: E



## Class – MainActivity.java

