```
#include "stdafx.h"
#include <iostream>
using namespace std;


int main()
{
	const int ROWS = 3;
	//declare variables
	const int COLUMNS = 3;

	char board[ROWS][COLUMNS] = { {'O', 'X', 'O'},		//define starting board
	{' ', 'X', 'X'},
	{'X', 'O', 'O'} };

	cout << "Here's the Tic-Tac-Toe board:\n";		//display board
	for (int i = 0; i < ROWS; i++)
	{
	for (int j = 0; j < COLUMNS; j++)
	cout << board[i][j];
	cout << endl;
	}

	cout << "\n'X' moves to the empty location.\n\n";		//add to board
	board[1][0] = 'X';

	cout << "Now the Tic-Tac-Toe board is:\n";
	for (int i = 0; i < ROWS; i++)
	{
	for (int j = 0; j < COLUMNS; j++)
	cout << board[i][j];
	cout << endl;
	}

	cout << "\n'X' wins!\n\n";

	system("pause");
	return 0;
}
```

```
Here's the Tic-Tac-Toe  board:
OXO
 XX
XOO

'X' moves to the empty location.

Now the Tic-Tac-Toe board is:
OXO
XXX
XOO

'X' wins!

Press any key to continue . . .
```

```
#include "stdafx.h"
#include <iostream>
using namespace std;


int main()
{
	const int ROWS = 3;
	//declare variables
	const int COLUMNS = 3;

	char board[ROWS][COLUMNS] = { {'X', 'O', 'X'},		//define starting board
	{'O', 'O', ' '},
	{'X', 'X', 'O'} };

	cout << "Here's the Tic-Tac-Toe board:\n";		//display board
	for (int i = 0; i < ROWS; i++)
	{
	for (int j = 0; j < COLUMNS; j++)
	cout << board[i][j];
	cout << endl;
	}

	cout << "\n'O' moves to the empty location.\n\n";		//add to board
	board[1][2] = 'O';

	cout << "Now the Tic-Tac-Toe board is:\n";
	for (int i = 0; i < ROWS; i++)
	{
	for (int j = 0; j < COLUMNS; j++)
	cout << board[i][j];
	cout << endl;
	}
```

```
        cout << "\n'O' wins!\n\n";

        system("pause");
        return 0;
}
```

```
Here's the Tic-Tac-Toe board:
XOX
OO
XXO

'O' moves to the empty location.

Now the Tic-Tac-Toe board is:
XOX
OOO
XXO

'O' wins!

Press any key to continue . . .
```