

# TIC-TAC-TOE

## Group No-33

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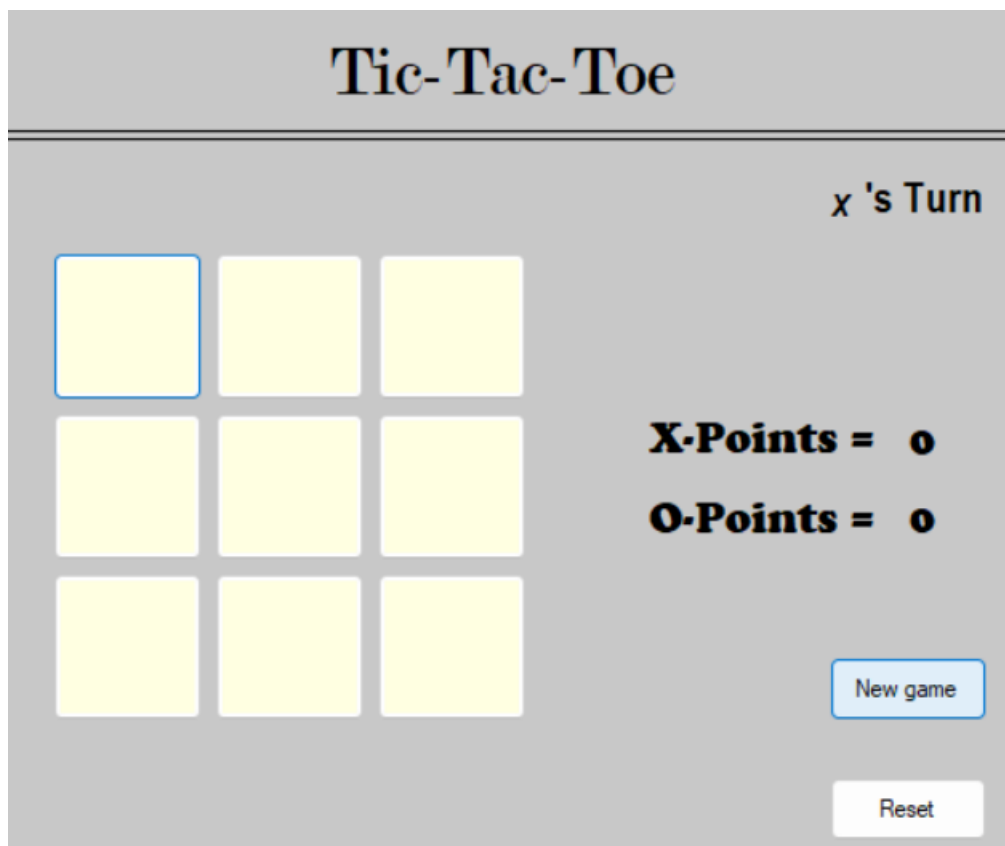
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## Short Description of the game:

We made GUI based 3\*3 tic tac toe game where the user clicks some buttons to play the game and show whether the game is a Tie or Win, and this is the layout of our game.



## Input-Output Format:

The user needs to click a button to play the game

The output shows whether the match is A tie / X won / O won

## Core Functions:

X	X	X

X	X	X

X	X	X

X		
X		
X		

	X	
	X	
	X	

		X
		X
		X

X		
	X	
		X

		X
	X	
X		

**public:** System::Boolean WinOrNot ()

This function compares the text in all the buttons. If three buttons have the same symbol, the person wins, and the game ends.

## Helper Functions:

### 1. **System::Void Reset()**

When the user clicks reset, the game will reset and start a new game.

### 2. **CHALLENGE-1:**

After a person wins, the game still continues to take the input from the user

### 3. **System::Void End()**

This function disables the buttons so that it won't take input anymore. Thus this function stops to take input from user after a win.

### 4. **System::Void Change()**

This function alters the input taken from the user so that x and o have different representations

### 5. **System::Void Winner()**

This checks whether the game is over or not. If x has won, then it increases the x points

### 6. **System::Void Tie()**

If each button is filled with x and o and there is no winner, then the game is a tie. This checks whether the game is a tie or not.

## Data Formats:

We used string named as CurrentPlayer to store X and O, X stores "X", Y stores "O"

```
String^ X = "X";  
String^ CurrentPlayer=X;  
String^ Y = "O";
```

Int xp and yp to store points for x and y players

```
int Xp = 0;  
int Op = 0;
```