bool turn, AI=true,Oo;

int i = 1,z=0;

private: System::Void Clears()

{

button1->Enabled = true;

button1->Text = "";

button2->Enabled = true;

button2->Text = "";

button3->Enabled = true;

button3->Text = "";

button4->Enabled = true;

button4->Text = "";

button5->Enabled = true;

button5->Text = "";

button6->Enabled = true;

button6->Text = "";

button7->Enabled = true;

button7->Text = "";

button8->Enabled = true;

button8->Text = "";

button9->Enabled = true;

button9->Text = "";

}

private: System::Void button\_Click(System::Object^ sender, System::EventArgs^ e)

{

Button^ TempButton;

TempButton = (Button^)sender;

if (turn)

TempButton->Text = "o";

else

TempButton->Text = "x";

TempButton->Enabled = false;

turn = !turn;

if (z != 1)

CheckWin(TempButton);

if (AI)

TurnAI();

if (z != 1)

CheckWin(TempButton);

Oo = false;

}

void CheckWin(Button^ CheckButton)

{

if (button1->Text == button2->Text && button2->Text == button3->Text && button2->Enabled == false)

{

MessageBox::Show("Win " + button1->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button4->Text == button5->Text && button5->Text == button6->Text && button5->Enabled == false)

{

MessageBox::Show("Win " + button4->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button7->Text == button8->Text && button8->Text == button9->Text && button8->Enabled == false)

{

MessageBox::Show("Win " + button8->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button1->Text == button4->Text && button4->Text == button7->Text && button4->Enabled == false)

{

MessageBox::Show("Win " + button1->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button2->Text == button5->Text && button5->Text == button8->Text && button5->Enabled == false)

{

MessageBox::Show("Win " + button2->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button3->Text == button6->Text && button6->Text == button9->Text && button6->Enabled == false)

{

MessageBox::Show("Win " + button3->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button1->Text == button5->Text && button5->Text == button9->Text && button5->Enabled == false)

{

MessageBox::Show("Win " + button1->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button3->Text == button5->Text && button5->Text == button7->Text && button5->Enabled == false)

{

MessageBox::Show("Win " + button3->Text, "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

else if (button1->Enabled == false && button2->Enabled == false && button3->Enabled == false && button4->Enabled == false && button5->Enabled == false && button6->Enabled == false && button7->Enabled == false && button8->Enabled == false && button9->Enabled == false)

{

MessageBox::Show("Draw", "Game Over", MessageBoxButtons::OK, MessageBoxIcon::Information);

if (AI)

z = 1;

i = 1;

Clears();

}

}

private: System::Void WithAIToolStripMenuItem\_Click(System::Object^ sender, System::EventArgs^ e)

{

AI = true;

Clears();

i = 1;

turn = false;

z = 0;

}

private: System::Void WithFriendToolStripMenuItem\_Click(System::Object^ sender, System::EventArgs^ e)

{

turn = false;

AI = false;

Clears();

z = 0;

}

private: System::Void ExitToolStripMenuItem\_Click(System::Object^ sender, System::EventArgs^ e)

{

Close();

}

void TurnAI()

{

turn = !turn;

if (i == 1)

{

z = 0;

while(!Oo)

{

srand(time(0));

int j = rand() % 5 + 1;

if (j == 1)

{

if (button1->Text != "x")

{

button1->Text = "o";

button1->Enabled = false;

Oo = true;

}

}

else if (j == 2)

{

if (button3->Text != "x")

{

button3->Text = "o";

button3->Enabled = false;

Oo = true;

}

}

else if (j == 3)

{

if (button5->Text != "x")

{

button5->Text = "o";

button5->Enabled = false;

Oo = true;

}

}

else if (j == 4)

{

if (button7->Text != "x")

{

button7->Text = "o";

button7->Enabled = false;

Oo = true;

}

}

else if (j == 5)

{

if (button9->Text != "x")

{

button9->Text = "o";

button9->Enabled = false;

Oo = true;

}

}

}

i++;

}

else

{

if (button1->Text == "o" && button2->Text == "o" && button3->Text != "x")

{

button3->Text = "o";

button3->Enabled = false;

}

else if (button1->Text == "o" && button3->Text == "o" && button2->Text != "x")

{

button2->Text = "o";

button2->Enabled = false;

}

else if (button2->Text == "o" && button3->Text == "o" && button1->Text != "x")

{

button1->Text = "o";

button1->Enabled = false;

}

else if (button4->Text == "o" && button5->Text == "o" && button6->Text != "x")

{

button6->Text = "o";

button6->Enabled = false;

}

else if (button5->Text == "o" && button6->Text == "o" && button4->Text != "x")

{

button4->Text = "o";

button4->Enabled = false;

}

else if (button4->Text == "o" && button6->Text == "o" && button5->Text != "x")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button7->Text == "o" && button8->Text == "o" && button9->Text != "x")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button7->Text == "o" && button9->Text == "o" && button8->Text != "x")

{

button8->Text = "o";

button8->Enabled = false;

}

else if (button8->Text == "o" && button9->Text == "o" && button7->Text != "x")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button1->Text == "o" && button4->Text == "o" && button7->Text != "x")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button1->Text == "o" && button7->Text == "o" && button4->Text != "x")

{

button4->Text = "o";

button4->Enabled = false;

}

else if (button4->Text == "o" && button7->Text == "o" && button1->Text != "x")

{

button1->Text = "o";

button1->Enabled = false;

}

else if (button2->Text == "o" && button5->Text == "o" && button8->Text != "x")

{

button8->Text = "o";

button8->Enabled = false;

}

else if (button2->Text == "o" && button8->Text == "o" && button5->Text != "x")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "o" && button8->Text == "o" && button2->Text != "x")

{

button2->Text = "o";

button2->Enabled = false;

}

else if (button3->Text == "o" && button6->Text == "o" && button9->Text != "x")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button3->Text == "o" && button9->Text == "o" && button6->Text != "x")

{

button6->Text = "o";

button6->Enabled = false;

}

else if (button6->Text == "o" && button9->Text == "o" && button3->Text != "x")

{

button3->Text = "o";

button3->Enabled = false;

}

else if (button1->Text == "o" && button5->Text == "o" && button9->Text != "x")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button1->Text == "o" && button9->Text == "o" && button5->Text != "x")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "o" && button9->Text == "o" && button1->Text != "x")

{

button1->Text = "o";

button1->Enabled = false;

}

else if (button3->Text == "o" && button5->Text == "o" && button7->Text != "x")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button3->Text == "o" && button7->Text == "o" && button5->Text != "x")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "o" && button3->Text == "o" && button7->Text != "x")

{

button7->Text = "o";

button7->Enabled = false;

}

i++;

if (button1->Text == "x" && button2->Text == "x" && button3->Text != "o")

{

button3->Text = "o";

button3->Enabled = false;

}

else if (button1->Text == "x" && button3->Text == "x" && button2->Text != "o")

{

button2->Text = "o";

button2->Enabled = false;

}

else if (button2->Text == "x" && button3->Text == "x" && button1->Text != "o")

{

button1->Text = "o";

button2->Enabled = false;

}

else if (button4->Text == "x" && button5->Text == "x" && button6->Text != "o")

{

button6->Text = "o";

button6->Enabled = false;

}

else if (button5->Text == "x" && button6->Text == "x" && button4->Text != "o")

{

button4->Text = "o";

button4->Enabled = false;

}

else if (button4->Text == "x" && button6->Text == "x" && button5->Text != "o")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button7->Text == "x" && button8->Text == "x" && button9->Text != "o")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button7->Text == "x" && button9->Text == "x" && button8->Text != "o")

{

button8->Text = "o";

button8->Enabled = false;

}

else if (button8->Text == "x" && button9->Text == "x" && button7->Text != "o")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button1->Text == "x" && button4->Text == "x" && button7->Text != "o")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button1->Text == "x" && button7->Text == "x" && button4->Text != "o")

{

button4->Text = "o";

button4->Enabled = false;

}

else if (button4->Text == "x" && button7->Text == "x" && button1->Text != "o")

{

button1->Text = "o";

button1->Enabled = false;

}

else if (button2->Text == "x" && button5->Text == "x" && button8->Text != "o")

{

button8->Text = "o";

button8->Enabled = false;

}

else if (button2->Text == "x" && button8->Text == "x" && button5->Text != "o")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "x" && button8->Text == "x" && button2->Text != "o")

{

button2->Text = "o";

button2->Enabled = false;

}

else if (button3->Text == "x" && button6->Text == "x" && button9->Text != "o")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button3->Text == "x" && button9->Text == "x" && button6->Text != "o")

{

button6->Text = "o";

button6->Enabled = false;

}

else if (button6->Text == "x" && button9->Text == "x" && button3->Text != "o")

{

button3->Text = "o";

button3->Enabled = false;

}

else if (button1->Text == "x" && button5->Text == "x" && button9->Text != "o")

{

button9->Text = "o";

button9->Enabled = false;

}

else if (button1->Text == "x" && button9->Text == "x" && button5->Text != "o")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "x" && button9->Text == "x" && button1->Text != "o")

{

button1->Text = "o";

button1->Enabled = false;

}

else if (button3->Text == "x" && button5->Text == "x" && button7->Text != "o")

{

button7->Text = "o";

button7->Enabled = false;

}

else if (button3->Text == "x" && button7->Text == "x" && button5->Text != "o")

{

button5->Text = "o";

button5->Enabled = false;

}

else if (button5->Text == "x" && button3->Text == "x" && button7->Text != "o")

{

button7->Text = "o";

button7->Enabled = false;

}

else

{

if (i < 4)

{

while (!Oo)

{

srand(time(0));

int j = rand() % 5 + 1;

if (j == 1)

{

if (button1->Enabled == true)

{

button1->Text = "o";

button1->Enabled = false;

Oo = true;

}

}

else if (j == 2)

{

if (button3->Enabled == true)

{

button3->Text = "o";

button3->Enabled = false;

Oo = true;

}

}

else if (j == 3)

{

if (button5->Enabled == true)

{

button5->Text = "o";

button5->Enabled = false;

Oo = true;

}

}

else if (j == 4)

{

if (button7->Enabled == true)

{

button7->Text = "o";

button7->Enabled = false;

Oo = true;

}

}

else if (j == 5)

{

if (button9->Enabled == true)

{

button9->Text = "o";

button9->Enabled = false;

Oo = true;

}

}

}

i++;

}

else

{

while(!Oo)

{

srand(time(0));

int j = rand() % 9 + 1;

if (j == 1)

{

if (button1->Enabled == true)

{

button1->Text = "o";

button1->Enabled = false;

Oo = true;

}

}

else if (j == 2)

{

if (button2->Enabled == true)

{

button2->Text = "o";

button2->Enabled = false;

Oo = true;

}

}

else if (j == 3)

{

if (button3->Enabled == true)

{

button3->Text = "o";

button3->Enabled = false;

Oo = true;

}

}

else if (j == 4)

{

if (button4->Enabled == true)

{

button4->Text = "o";

button4->Enabled = false;

Oo = true;

}

}

else if (j == 5)

{

if (button5->Enabled == true)

{

button5->Text = "o";

button5->Enabled = false;

Oo = true;

}

}

else if (j == 6)

{

if (button6->Enabled == true)

{

button6->Text = "o";

button6->Enabled = false;

Oo = true;

}

}

else if (j == 7)

{

if (button7->Enabled == true)

{

button7->Text = "o";

button7->Enabled = false;

Oo = true;

}

}

else if (j == 8)

{

if (button8->Enabled == true)

{

button8->Text = "o";

button8->Enabled = false;

Oo = true;

}

}

else if (j == 9)

{

if (button9->Enabled == true)

{

button9->Text = "o";

button9->Enabled = false;

Oo = true;

}

}

}

}

}

}

}

}