#include<iostream>

using namespace std;

char board[5][5] = { {'1','2','3','4','5'},{'6','7','8','9','10'},{'11','12','13','14','15'},{'16','17','18','19','20'},{'21','22','23','24','25'} };

void layout\_game();

int main()

{

int choice, k;

system("COLOR 97");

cout << "\tTick Cross Game";

cout << "\n\tPlayer1 [X] \n\tPlayer2 [O]\n\n";

for (k = 1; k <=25; k++)

{

layout\_game();

cout << "\n\tPlayer1 [X] turn:";

cin >> choice;

if (k == 5)

exit(0);

switch (choice)

{

case 1:

board[0][0] = 'X';

break;

case 2:

board[0][1] = 'X';

break;

case 3:

board[0][2] = 'X';

break;

case 4:

board[1][0] = 'X';

break;

case 5:

board[1][1] = 'X';

break;

case 6:

board[1][2] = 'X';

break;

case 7:

board[2][0] = 'X';

break;

case 8:

board[2][1] = 'X';

break;

default:

board[2][2] = 'X';

break;

}

layout\_game();

cout << "\n\tPlayer2 [O] turn:";

cin >> choice;

switch (choice)

{

case 1:

board[0][0] = 'O';

break;

case 2:

board[0][1] = 'O';

break;

case 3:

board[0][2] = 'O';

break;

case 4:

board[1][0] = 'O';

break;

case 5:

board[1][1] = 'O';

break;

case 6:

board[1][2] = 'O';

break;

case 7:

board[2][0] = 'O';

break;

case 8:

board[2][1] = 'O';

break;

default:

board[2][2] = 'O';

break;

}

}

return 0;

}

void layout\_game()

{

cout << "\t\t\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

cout << "\t\t\b| | | | |\n";

cout << "\t\t\b|" << board[0][0] << " |" << "\t" << board[0][1] << " |" << "\t" << board[0][2] << "|" << " " << board[0][3] << " | " << board[0][4] << "\n";

cout << "\t\t\b|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_\n";

cout << "\t\t\b| | | | |\n";

cout << "\t\t\b|" << board[1][0] << " |" << "\t" << board[1][1] << " |" << "\t" << board[1][2] << "|" << " " << board[1][3] << " | " << board[1][4] << "\n";

cout << "\t\t\b|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_\n";

cout << "\t\t\b| | | | |\n";

cout << "\t\t\b|" << board[2][0] << " |" << "\t" << board[2][1] << " |" << "\t" << board[2][2] << "|" << " " << board[2][3] << " | " << board[2][4] << "\n";

cout << "\t\t\b|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_\n";

cout << "\t\t\b| | | | |\n";

cout << "\t\t\b|" << board[3][0] << " |" << "\t" << board[3][1] << " |" << "\t" << board[3][2] << "|" << " " << board[3][3] << " | " << board[3][4] << "\n";

cout << "\t\t\b|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_\n";

cout << "\t\t\b| | | | |\n";

cout << "\t\t\b|" << board[4][0] << " |" << "\t" << board[4][1] << " |" << "\t" << board[4][2] << "|" << " " << board[4][3] << " | " << board[4][4] << "\n";

cout << "\t\t\b|\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

}