# TIC TAC TOE GAME C++

## A screen shot of a computer Description automatically generatedIntroducing the steps needed to complete the game.

# **Combo check.**

In this code I am checking out the winning combos. So, in this code I coded the horizontal, row and diagonal combo win.

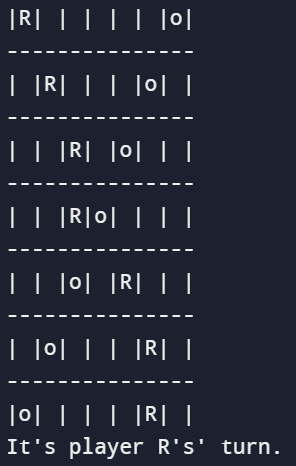
# **Horizontal win.**

A close-up of a black background

Description automatically generated

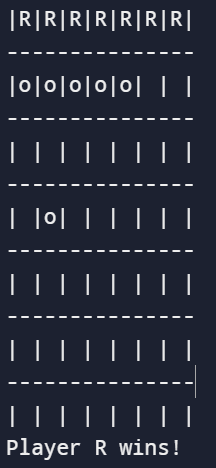
It does declare a diagonal win

# **Diagonal win.**



It doesn’t declare a diagonal win.

# **Row win**



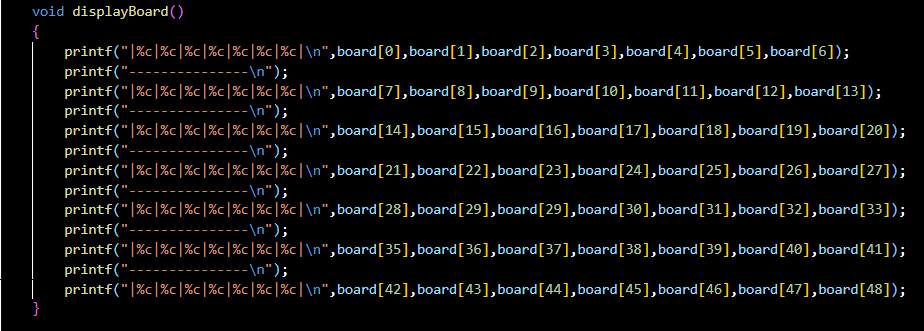
It does declare a diagonal win

# **Board constructor**

# A black background with white text Description automatically generated

I call this the board constructor because it initialize the game board with empty spaces.

# **Print & display the board.**



A blue and white dotted road

Description automatically generated with medium confidence

In this code I am basically printing out the layout of the board by using the “Printf” as it will display the board on the screen when I run it, as you can see from the board above.

# **Player winner**

A computer screen shot of a game code

Description automatically generated

It basically check if a player has won the game. It checks all possible winning combinations to determine if the specified player won.

# **Game class**

This code manages or handles the turns of the player either R or X, tracking the game board.

**Take turn.**

A screen shot of a computer code

Description automatically generated

This code prompts the player either R or X to move by entering in an index and adds and update the index input by the player to the game.

**Game class function.**

A computer screen shot of code

Description automatically generated

This code does a lot. It check if the game has ended and also return true if the game has reached its end condition. This code also checks the winner by a player taking its turn.

**Main function**

A computer screen with white text

Description automatically generated

This code basically Creates a game board and a game object, then runs a loop to play the game until it ends.