

C++ Tic Tac Toe Game

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tic-tac-toe.avi



C++ Tic Tac Toe Game Project is developed in C++ for class XI CBSE board students. Read the source code carefully to understand the working of this program. [✔download project](#)

Tic-tac-toe program in Python [Click here](#)

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```

#include <iostream>
using namespace std;

char square[10] = {'0','1','2','3','4','5','6','7','8','9'};

int checkwin();
void board();

int main()
{
    int player = 1,i,choice;

    char mark;
    do
    {
        board();
        player=(player%2)?1:2;

        cout << "Player " << player << ", enter a number: ";
        cin >> choice;

        mark=(player == 1) ? 'X' : 'O';

        if (choice == 1 && square[1] == '1')

            square[1] = mark;
        else if (choice == 2 && square[2] == '2')

            square[2] = mark;
        else if (choice == 3 && square[3] == '3')

            square[3] = mark;
        else if (choice == 4 && square[4] == '4')

            square[4] = mark;
        else if (choice == 5 && square[5] == '5')

            square[5] = mark;
        else if (choice == 6 && square[6] == '6')

            square[6] = mark;
        else if (choice == 7 && square[7] == '7')

            square[7] = mark;
        else if (choice == 8 && square[8] == '8')

            square[8] = mark;
        else if (choice == 9 && square[9] == '9')

            square[9] = mark;
        else
        {
            cout<<"Invalid move ";

            player--;
            cin.ignore();
            cin.get();
        }
        i=checkwin();

        player++;
    }while(i!=-1);
    board();
    if(i==1)

        cout<<"==>\aPlayer " <<--player<<" win ";
    else
        cout<<"==>\aGame draw";
}

```

```

    cin.ignore();
    cin.get();

    return 0;
}

/*****
    FUNCTION TO RETURN GAME STATUS
    1 FOR GAME IS OVER WITH RESULT
    -1 FOR GAME IS IN PROGRESS
    0 GAME IS OVER AND NO RESULT
*****/

int checkwin()
{
    if (square[1] == square[2] && square[2] == square[3])

        return 1;
    else if (square[4] == square[5] && square[5] == square[6])

        return 1;
    else if (square[7] == square[8] && square[8] == square[9])

        return 1;
    else if (square[1] == square[4] && square[4] == square[7])

        return 1;
    else if (square[2] == square[5] && square[5] == square[8])

        return 1;
    else if (square[3] == square[6] && square[6] == square[9])

        return 1;
    else if (square[1] == square[5] && square[5] == square[9])

        return 1;
    else if (square[3] == square[5] && square[5] == square[7])

        return 1;
    else if (square[1] != '1' && square[2] != '2' && square[3] != '3'
            && square[4] != '4' && square[5] != '5' && square[6] != '6'
            && square[7] != '7' && square[8] != '8' && square[9] != '9')

        return 0;
    else
        return -1;
}

/*****
    FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK
*****/

void board()
{
    system("cls");
    cout << "\n\n\tTic Tac Toe\n\n";

    cout << "Player 1 (X) - Player 2 (O)" << endl << endl;
    cout << endl;

    cout << "    |    |    " << endl;
    cout << "    << square[1] << " | " << square[2] << " | " << square[3] << endl;

    cout << "_____|_____|_____" << endl;
    cout << "    |    |    " << endl;

    cout << "    << square[4] << " | " << square[5] << " | " << square[6] << endl;

    cout << "_____|_____|_____" << endl;

```

```
cout << "      |      |      " << endl;

cout << "  " << square[7] << "  |  " << square[8] << "  |  " << square[9] << endl;

cout << "      |      |      " << endl << endl;
}

/*****
      END OF PROJECT
*****/
```



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