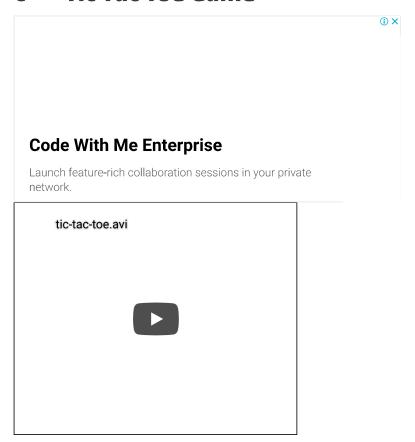
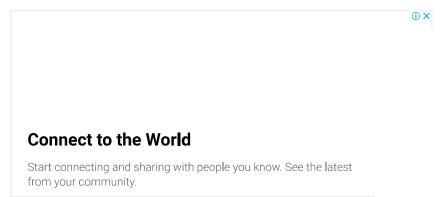
C++ Tic Tac Toe Game



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. $\[igcircline{ \current { \$

Tic-tac-toe program in Python Click here



```
#include <iostream>
using namespace std;
char square[10] = {'o','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: ";</pre>
       cin >> choice;
       mark=(player == 1) ? 'X' : '0';
       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 ";</pre>
            player--;
            cin.ignore();
            cin.get();
       i=checkwin();
       player++;
    }while(i==-1);
    board();
    if(i==1)
       cout<<"==>\aPlayer "<<--player<<" win ";</pre>
    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
         O 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])
         else if (square[1] == square[4] && square[4] == square[7])
                   return 1;
         else if (square[2] == square[5] && square[5] == square[8])
         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;
1
          FUNCTION TO DRAW BOARD OF TIC TAC TOE WITH PLAYERS MARK
void board()
         system("cls");
         cout << "\n\n\tTic Tac Toe\n\n";</pre>
         cout << "Player 1 (X) - Player 2 (0)" << endl << endl;</pre>
         cout << endl;</pre>
         \mbox{cout} \ \mbox{$<$'$} \ \ \mbox{$"$} \ \ \mbox{$<$$} \ \mbox{$<$$} \ \mbox{$=$$} \ \mbox{$=$$} \ \mbox{$<$$} \ \mbox{$=$$} \mbox{$=$$} \ \mbox{$=$$} \m
         cout << "____|___" << endl;
cout << " | " << endl;
         cout << " " << square[4] << " | " << square[5] << " | " << square[6] << endl;</pre>
         cout << "____|___" << endl;
```



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