**package** SmallProject1;

**public** **class** gameStarts

{

**public** **static** **void** main(String[] args)

{

TicTacToe ttt = **new** TicTacToe();

ttt.initialBoard();

}}

/\*\*

Scanner input = new Scanner(System.in);

TicTacToe game1 = new TicTacToe();

boolean winX = false, winO=false;

char playOrNot;

int column, row, counter = 1;

char[][] tictac1 = new char[3][3];

for(int i = 0; i<3; i++)

{

for(int k = 0; k<3;k++)

tictac1[i][k]='-';

}

System.out.print("Would you like to play?(Y/N): ");

playOrNot = input.next().charAt(0);

if((playOrNot == 'n') ||(playOrNot == 'N'))

{

System.out.println("Okay. Goodbye!");

System.exit(0);

}

while(counter<10) //Game

{

counter++;

System.out.println("");

TicTacToe.print(tictac1);

System.out.println("");

System.out.print("Player X: Enter row and column seperated by a space: ");

column = input.nextInt();

row = input.nextInt();

tictac1 [column-1][row-1] = 'X';

winX = game1.checkWin(tictac1);

if(winX == true)

{

TicTacToe.print(tictac1);

break;

}

System.out.println("");

TicTacToe.print(tictac1);

System.out.println("");

System.out.print("Player O: Enter row and column seperated by a space(1-3): ");

column = input.nextInt();

row = input.nextInt();

tictac1 [column-1][row-1] = 'O';

winO = game1.checkWin(tictac1);

if(winO == true)

{

TicTacToe.print(tictac1);

break;

}

}

if(winX == true)

System.out.println("Player X wins!!!!!!");

else

System.out.println("Player O Wins!!!!!!");

input.close();

}

\*/

**package** SmallProject1;

**import** java.util.Scanner;

**public** **class** TicTacToe {

**public** **static** **void** print(**char**[][] tictactoe)

{

System.***out***.println("\tColumn1\tColumn2\tColumn3");

System.***out***.println("Row1\t"+tictactoe[0][0]+"\t"+tictactoe[0][1]+"\t"+tictactoe[0][2]+"\t\n\nRow2\t"+tictactoe[1][0]+"\t"+tictactoe[1][1]+"\t"+tictactoe[1][2]+"\t\n\nRow3\t"+tictactoe[2][0]+"\t"+tictactoe[2][1]+"\t"+tictactoe[2][2]+"\t\n\n\n");

}

**public** **boolean** checkWin(**char**[][] tictactoe)

{

**if**(tictactoe[0][0] == tictactoe[0][1] &&tictactoe[0][1]== tictactoe[0][2] && tictactoe[0][0] == 'X') //X WIN

{

**return** **true**;

}

**else** **if**(tictactoe[1][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[1][2] && tictactoe[1][0] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[2][0] == tictactoe[2][1] &&tictactoe[2][1]== tictactoe[2][2] && tictactoe[2][0] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[0][0] == tictactoe[1][0] &&tictactoe[1][0]== tictactoe[2][0] && tictactoe[0][0] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[0][1] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[2][1] && tictactoe[0][1] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[0][2] == tictactoe[1][2] &&tictactoe[1][2]== tictactoe[2][2] && tictactoe[0][2] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[0][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[2][2] && tictactoe[0][0] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[2][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[0][2] && tictactoe[2][0] == 'X')

{

**return** **true**;

}

**else** **if**(tictactoe[0][0] == tictactoe[0][1] &&tictactoe[0][1]== tictactoe[0][2] && tictactoe[0][0] == 'O') //O WIN

{

**return** **true**;

}

**else** **if**(tictactoe[1][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[1][2] && tictactoe[1][0] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[2][0] == tictactoe[2][1] &&tictactoe[2][1]== tictactoe[2][2] && tictactoe[2][0] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[0][0] == tictactoe[1][0] &&tictactoe[1][0]== tictactoe[2][0] && tictactoe[0][0] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[0][1] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[2][1] && tictactoe[0][1] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[0][2] == tictactoe[1][2] &&tictactoe[1][2]== tictactoe[2][2] && tictactoe[0][2] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[0][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[2][2] && tictactoe[0][0] == 'O')

{

**return** **true**;

}

**else** **if**(tictactoe[2][0] == tictactoe[1][1] &&tictactoe[1][1]== tictactoe[0][2] && tictactoe[2][0] == 'O')

{

**return** **true**;

}

**else**

**return** **false**;

}

**public** **void** initialBoard(){

Scanner input = **new** Scanner(System.***in***);

TicTacToe game1 = **new** TicTacToe();

**boolean** winX = **false**, winO=**false**;

**char** playOrNot;

**int** column, row, counter = 1;

**char**[][] tictac1 = **new** **char**[3][3];

**for**(**int** i = 0; i<3; i++)

{

**for**(**int** k = 0; k<3;k++)

tictac1[i][k]='-';

}

System.***out***.print("Would you like to play?(Y/N): ");

playOrNot = input.next().charAt(0);

**if**((playOrNot == 'n') ||(playOrNot == 'N'))

{

System.***out***.println("Okay. Goodbye!");

System.*exit*(0);

}

**while**(counter<10)

{

counter++;

System.***out***.println("");

TicTacToe.*print*(tictac1);

System.***out***.println("");

System.***out***.print("Player X: Enter row and column seperated by a space: ");

column = input.nextInt();

row = input.nextInt();

tictac1 [column-1][row-1] = 'X';

winX = game1.checkWin(tictac1);

**if**(winX == **true**)

{

TicTacToe.*print*(tictac1);

**break**;

}

System.***out***.println("");

TicTacToe.*print*(tictac1);

System.***out***.println("");

System.***out***.print("Player O: Enter row and column seperated by a space(1-3): ");

column = input.nextInt();

row = input.nextInt();

tictac1 [column-1][row-1] = 'O';

winO = game1.checkWin(tictac1);

**if**(winO == **true**)

{

TicTacToe.*print*(tictac1);

**break**;

}

}

**if**(winX == **true**)

System.***out***.println("Player X wins!!!!!!");

**else**

System.***out***.println("Player O Wins!!!!!!");

input.close();

}

}