Assignment 1 (Marks 10):

Instructions:

- Posting Date 18th Jan 2021;
- Due date of submission 23rd Jan 2021 till 3pm
- Demo: TA will announce demo Schedule during Lab timings on Saturday 23rd from 4 to 6pm
- Assignment is to be done in group of two students. Form a group and send the information to Mrs Surbhi (TA)
    - Surbhi Jain - surbhi.jain@snu.edu.in
- The program should be well documented

Develop and implement the following in C/C++/Java/python:

- (2 marks) Write a program to generate magic square of dimension 3 x 3.
- (5 marks) Write program for 2-D tic tac toe using magic square concept. Winning situation is making collinear line.
- (3 marks) Display the board position after each turn along with list of contents for both the players.

Questions:

1. Magic square – generalization (start from any cell and generate magic square; Using some formula, using backtracking, ..)
2. Tic-Tac –toe (Updation of both the lists after each play, display of board position, 1 mark for better GUI)
3. Documentation to be seen in the program, can have text file explaining which module is doing what..)