

Exercise 4 and 5: Tic-Tac-Toe with GUI

****Note: Exercise 4 and 5 have been combined and demo has been given to Masoud Karimi Fatemi for all the exercises including the “Bonus marks: Having the client(s) and the server running on different machines” part.**

Server is running..

Accepted xPlayer

Accepted oPlayer

Asking client to send name..

Player name is: Player1

Asking client to send name..

Player name is: Player2

Started game

xInput:0,0,X

	col 0	col 1	col 2
row 0	X		
row 1			
row 2			

Sending X

oInput:2,2,0

	col 0	col 1	col 2
row 0	X		
row 1			
row 2			O

Sending O

xInput:1,1,X

	col 0	col 1	col 2
row 0	X		
row 1		X	
row 2			O

Sending X

oInput:2,1,0

	col 0	col 1	col 2
row 0	X		
row 1		X	
row 2		0	0

Sending 0

xInput:2,0,X

	col 0	col 1	col 2
row 0	X		
row 1		X	
row 2	X	0	0

Sending X

oInput:1,2,0

	col 0	col 1	col 2
row 0	X		
row 1		X	0
row 2	X	0	0

Sending 0

xInput:0,2,X

	col 0	col 1	col 2
row 0	X		X

row 1		X	O
row 2	X	O	O

Sending X
Game Over!, X is the winner!
Game over!

```

Problems @ Javadoc Declaration Console
Server (3) [Java Application] C:\Program Files\Java\jdk-13.0.2\bin\javaw.exe (06-Nov-2020, 2:05:08 am)
Server is running..
Accepted xPlayer
Accepted oPlayer
Asking client to send name..
Player name is: Player1
Asking client to send name..
Player name is: Player2
Started game

```



