

INDUSTRIAL TRAINING PROJECT REPORT



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COMPANY NAME: Kyrion Technologies

PLACE: Delhi

COURSE: Android Application Development

DURATION: 3rd June,19 – 12th July,19

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1.ABSTRACT:

The project name is TIC TAC TOE game app. It is a famous game played world wide and is fairly simple.

It is a two player game. In this game, there is a board with $n \times n$ squares. In our game it is 3×3 square.

The goal of the Tic Tac Toe is to be one of the players to get three same symbols in a row – horizontally, vertically, or diagonally- on a 3×3 grid.

The game is played by 2 players. And there are two options for players-

1. Human
2. Computer

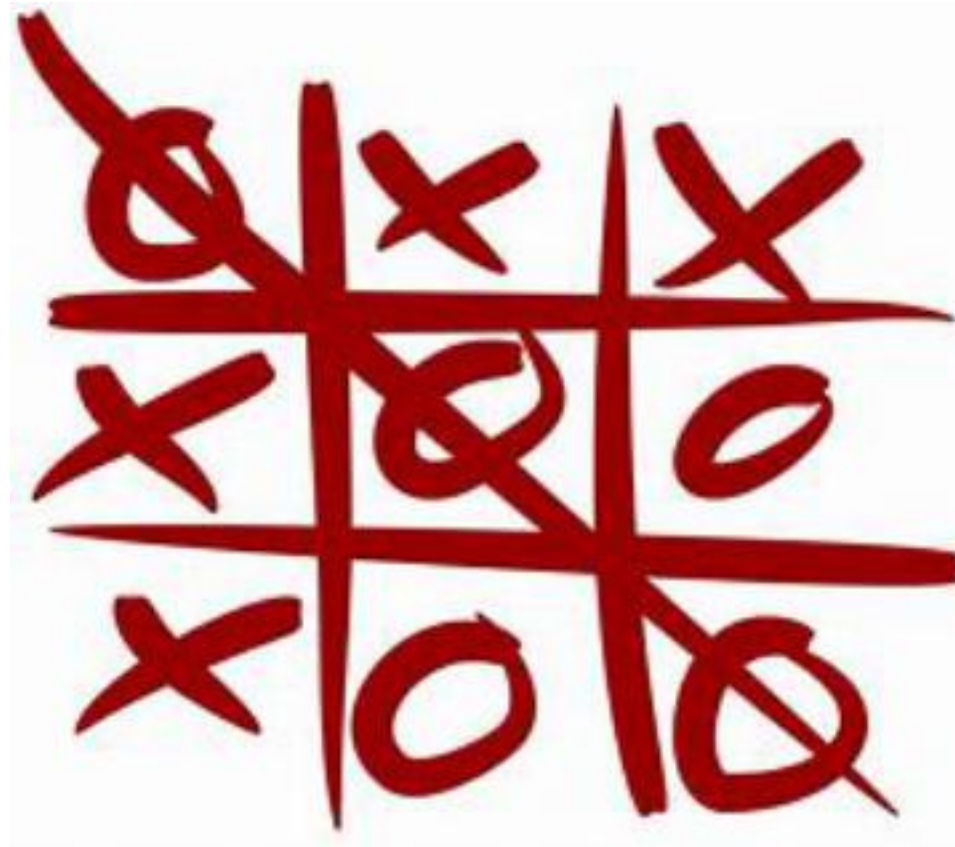
This app would require 2 human players.

2.INTRODUCTION:

Tic Tac Toe is a famous game and is played by everyone either on paper or phone.This is the generation of smartphones and internet, where preferences are being shifted more towards smartphones and electronic gadgets.

So it is required to make an app of tic tac toe so that people can play it easily on their smartphones.This app would be a tic tac toe game where 2 players(human) will play it on the same phone.And the name of the winner will be displayed on the screen.

TICTACTOE



3.OVERVIEW:

3.1 CREATING THE BOARD:

First step is to create the board for the Tic Tac Toe game. The upper end (UI part) will be made using the xml code. We will be using the Linear layout for the layout portion.

Then inside the relative layout we will be making 2 text views, which are:- player1 and player2, signifying the points of both the players. And we will also make a reset button to reset the game whenever we want.

After closing the relative layout, we will make a linear layout and inside that we would make our tic tac toe board. This would be a 3x3 grid containing 9 buttons which when pressed will acquire either the 'O' or the 'X' symbol depending upon the turn of the player.

3.2 CREATING THE BACK-END USING JAVA

Inside the Main Activity we would declare a 2D array of Button class.

Inside the 'onCreate' method, we would initialize the textviews and the buttons by 'findViewById'. After that we would call setOnClickListener method for the 'reset' button. This method would again invoke the 'resetGame' method.

Inside the 'onClick' method, we would give an 'if' condition in which we will check whether the button in the grid is blank or not. If it is not blank then return.

If player 1's turn is there, then setText will create 'X' over the button else it will create 'Y' over the button and after the execution roundcount will be incremented.

Then we will check for 'any win or not' by matching the symbols in vertical, horizontal and diagonal line.

If there is any win, we will check whether player 1 has won or player 2.

For that, we would apply an 'if' condition in which we would check whether there is any win or not. If a win is there and it was player1's turn then player1 has won the game else player2 has won.

In other case if rouncount turns out to be 9 and still no win is there, then it means its a draw. We will make a 'Toast.makeText' declaring that it is a draw.

In 'player1 wins' method we would make a 'Toast.makeText' declaring player 1 has won. Similarly, in 'player2 wins' method we would make a 'Toast.makeText' declaring player 2 has won.

CONCLUSION:

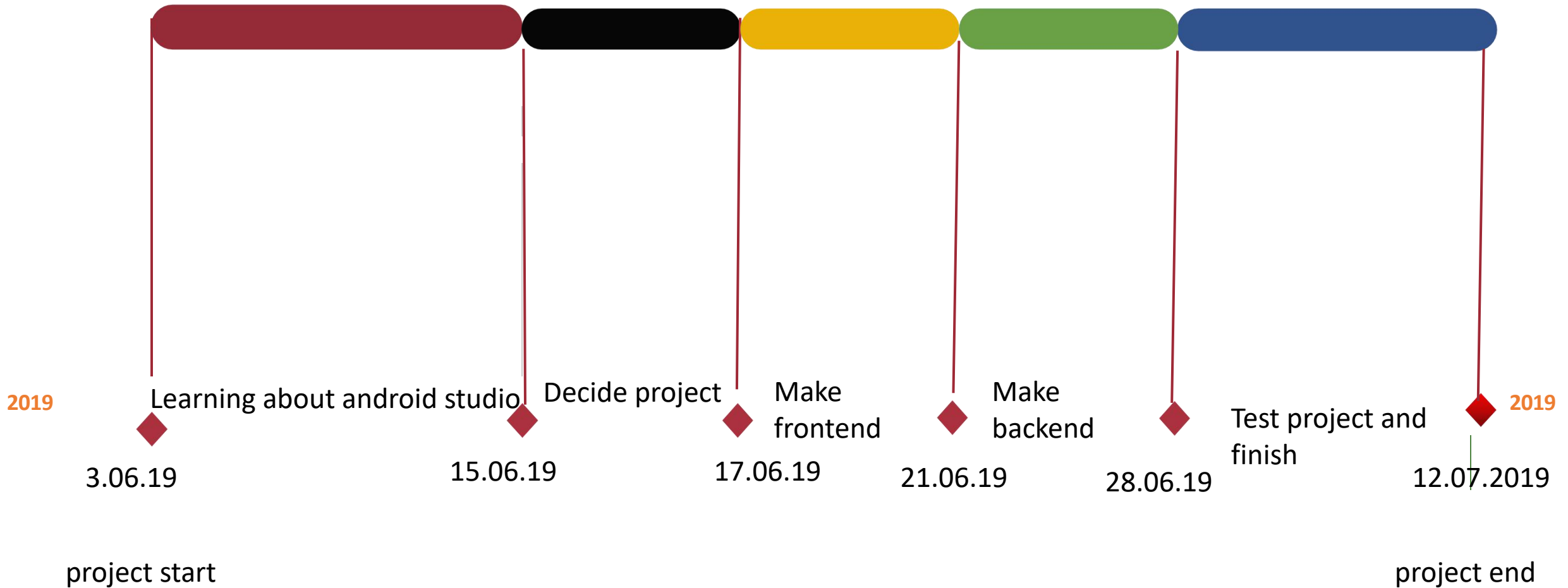
Tic Tac Toe is a popular game which can never be stopped.

And with the increasing demand of phones and technology, making an app of the tic tac toe game would be very easy and quick for everybody.

So this project is about building this app and which works quiet efficiently on mobile phonesor any other gadget.

Overall the system works without any bugs.

GANTT CHART



REFERENCES:

[1].BOOK:- Android Application Development, student guide, Hewlett Packard.

[2].VIDEO:-Android Studio Tutorial for Beginners,
ProgrammingKnowledge

[3].WEBSITE:-<https://codinginflow.com>