Day 1

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Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile and execute it.

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#include <stdio.h>

char board1[4][5];

char board2[4][4];

int drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

printf("\n");

}

}

int printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

int main()

{

drawBoard();

printBoard();

return 0;

}

Day 2 – 7 AM

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile and execute it.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <stdio.h>

char board1[4][5];

char board2[4][4];

int drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

printf("\n");

}

}

void enterElement()

{

char elem;

int gPos, row, column;

printf("enter your element");

scanf("%c%\*c",&elem);

printf("enter grid position");

scanf("%d",&gPos);

row = gPos/4;

column = gPos%4;

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 4; j++)

{

if((i==row) && (j==(column-1)))

{

board2[i][j] = elem;

}

}

}

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

int main()

{

drawBoard();

for(int moves =0;moves <2;moves++)

{

enterElement();

printBoard();

}

return 0;

}

Day 2 – 11.00AM

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Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile and execute it.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterElement()

{

char elem;

int gPos, row, column;

printf("enter your element ");

scanf(" %c",&elem);

printf("enter grid position ");

scanf(" %d",&gPos);

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = elem;

}

//printf("%c ", board2[i][j]);

}

//printf("\n");

}

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

int main()

{

introToTicTacToe();

drawBoard();

enterElement();

printBoard();

return 0;

}

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Day 2 – 12.30

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Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile and execute it.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16 ");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

int main()

{

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves>3)

{

if(checkHort())

{

}

checkVert();

checkDiagnol();

}

printBoard();

}

return 0;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile and execute it.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

char \*win;

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16 ");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

void checkWinner()

{

int h,v,d;

char w;

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 0;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 0;

}

}

}

int checkHort(char \*win)

{

int countX, countO;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

countX++;

else if(board[i][j] == 'O')

countO++;

}

if(countX == 4)

{

win = 'X';

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

}

return 0;

}

/\*int checkVert(char \*win)

{

int countX, countO;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

countX++;

else if(board[i][j] == 'O')

countO++;

}

if(countX == 4)

{

win = 'X';

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

}

return 0;

}\*/

int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}

int main()

{

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves>3)

{

checkWinner();

}

printBoard();

}

return 0;

}

Day 2 1.30

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Online C Compiler.

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

char \*win;

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

/\*int checkVert(char \*win)

{

int countX, countO;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

countX++;

else if(board[i][j] == 'O')

countO++;

}

if(countX == 4)

{

win = 'X';

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

}

return 0;

}\*/

int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}

int checkHort(char \*win)

{

int countX, countO;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

countX++;

else if(board2[i][j] == 'O')

countO++;

}

if(countX == 4)

{

win = 'X';

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

}

return 0;

}

int checkWinner()

{

int h,v,d;

char w;

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}

int main()

{

int check;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves>3)

{

check = checkWinner();

}

printBoard();

if(check)

break;

}

return 0;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Online C Compiler.

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Write your code in this editor and press "Run" button to compile and execute it.

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#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

char \*win;

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

/\*int checkVert(char \*win)

{

int countX, countO;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

countX++;

else if(board[i][j] == 'O')

countO++;

}

if(countX == 4)

{

win = 'X';

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

}

return 0;

}\*/

int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}

int checkHort(char \*win)

{

int countX, countO;

printf("in for j");

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

printf("CX = %d", countX);

}

else if(board2[i][j] == 'O')

{

countO++;

printf("CO :%d", countO);

}

}

if(countX == 2)

{

win = 'X';

return 1;

}

else if(countO == 2)

{

win = 'O';

return 1;

}

}

return 0;

//return 0;

}

int checkWinner()

{

int h,v,d;

char w;

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}

int main()

{

int check;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 2; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves>1)

{

check = checkWinner();

}

printBoard();

if(check)

break;

}

//printf("C =%d",check);

return 0;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Online C Compiler.

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Write your code in this editor and press "Run" button to compile and execute it.

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#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

char \*win;

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}

int checkHort(char \*win)

{

int countX, countO;

printf("in for j");

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

printf("CX = %d", countX);

}

else if(board2[i][j] == 'O')

{

countO++;

printf("CO :%d", countO);

}

}

if(countX == 2)

{

win = 'X';

return 1;

}

else if(countO == 2)

{

win = 'O';

return 1;

}

}

return 0;

//return 0;

}

int checkWinner()

{

int h,v,d;

char w;

printf("in checkWinner");

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}

int main()

{

int check;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 2; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves>1)

{

check = checkWinner();

}

printBoard();

if(check)

break;

}

//printf("C =%d",check);

return 0;

}

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

char \*winner;

int checkHort(char \*win);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

/\*int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}\*/

int checkHort(char \*win)

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

printf("CX = %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

\*win = 'X';

printf("%c is winner \n",\*win);

return 1;

}

else if(countO == 4)

{

win = 'O';

return 1;

}

countO = 0;

countX = 0;

}

return 0;

//return 0;

}

/\*int checkWinner()

{

int h,v,d;

char w;

printf("in checkWinner");

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}\*/

int main()

{

int check;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 4; moves++)

{

enterGridPosX();

enterGridPosO();

if(moves >1)

{

check = checkHort(&winner);

}

printBoard();

//if(check)

//{

/\*if(\*winner == 'X')

printf("%s is the winner", nameX);

else if(\*winner == 'O')

printf("%s is the winner", nameO);

break;\*/

//printf("%c is winner \n",\*winner);

//}

}

printf("C =%d",check);

return 0;

}

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*8

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

/\*int checkVert(char \*win)

{

return 0;

}

int checkDiag(char \*win)

{

return 0;

}\*/

char checkHort()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

//return 0;

}

/\*int checkWinner()

{

int h,v,d;

char w;

printf("in checkWinner");

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}\*/

int main()

{

char check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 4; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves >1)

{

check = checkHort();

if( check == 'X')

{

printf("%s is the winner", nameX);

break;

}

else if(check == 'O')

{

printf("%s is the winner", nameO);

break;

}

}

}

printf("C =%c",check);

return 0;

}

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkVert()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if(board2[j][i] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[j][i] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

}

char checkDiagLToR()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countX++;

printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

printf("CO :%d\n", countO);

}

}

}

if(countX == 4)

{

printf("%s is winner \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner \n",nameO);

return 'O';

}

}

return 0;

}

char checkDiagRToL()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countX++;

printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

printf("CO :%d\n", countO);

}

}

}

if(countX == 4)

{

printf("%s is winner \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner \n",nameO);

return 'O';

}

}

return 0;

}

char checkHort()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

//return 0;

}

/\*int checkWinner()

{

int h,v,d;

char w;

printf("in checkWinner");

h = checkHort(&win);

v = checkVert(&win);

d = checkDiag(&win);

if(h||v||d)

{

w = \*win;

if(w == 'X')

{

printf("%s is the winner",nameX);

return 1;

}

else if(w == 'O')

{

printf("%s is the winner",nameO);

return 1;

}

else

return 0;

}

}\*/

int main()

{

char check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 4; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves >1)

{

check = checkDiagRToL();

if( check == 'X')

{

printf("%s is the winner", nameX);

break;

}

else if(check == 'O')

{

printf("%s is the winner", nameO);

break;

}

}

}

printf("C =%c",check);

return 0;

}

Day 3, 5.30 AM

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkVert()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if(board2[j][i] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[j][i] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner CV\n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner CV \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

}

char checkDiagLToR()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

}

if(countX == 4)

{

printf("%s is winner CDLR \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner CDLR \n",nameO);

return 'O';

}

}

return 0;

}

char checkDiagRToL()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

}

if(countX == 4)

{

printf("%s is winner CDRL \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner CDRL \n",nameO);

return 'O';

}

}

return 0;

}

char checkHort()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(board2[i][j] == 'X')

{

countX++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner CH \n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner CH \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

//return 0;

}

int checkWinner()

{

char win[4];

//printf("in checkWinner");

win[0] = checkHort();

win[1] = checkVert();

win[2] = checkDiagLToR();

win[3] = checkDiagRToL();

for(int k =0; k < 4; k++)

{

printf(" in for CW k = %d", k);

if(win[k] == 'X')

{

printf("%s is the winner CW\n",nameX);

return 1;

}

else if(win[k] == 'O')

{

printf("%s is the winner CW\n",nameO);

return 1;

}

else

return 0;

}

}

int main()

{

int check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 4; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves >1)

{

check = checkWinner();

if( check == 1)

{

printf(" winner found Main\n");

break;

}

}

}

printf("C =%d",check);

return 0;

}

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkHortVert()

{

int countX =0;

int countO = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if((board2[j][i] == 'X') | (board2[i][j] == 'X'))

{

countX++;

//printf("CX : %d\n", countX);

}

if((board2[j][i] == 'O') | (board2[i][j] == 'O'))

{

countO++;

//printf("CO :%d\n", countO);

}

}

if(countX == 4)

{

printf("%s is winner CV\n",nameX);

return 'X';

}

else if(countO == 4)

{

printf("%s is winner CV \n",nameO);

return 'O';

}

countO = 0;

countX = 0;

}

return 0;

}

char checkDiag()

{

int countXLR =0;

int countXRL =0;

int countORL = 0;

int countOLR = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countXLR++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countOLR++;

//printf("CO :%d\n", countO);

}

}

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countXRL++;

//printf("CX : %d\n", countX);

}

if(board2[i][j] == 'O')

{

countORL++;

//printf("CO :%d\n", countO);

}

}

}

if((countXRL == 4) || (countXLR == 4))

{

printf("%s is winner CDLR \n",nameX);

return 'X';

}

else if((countORL == 4) || (countOLR))

{

printf("%s is winner CDLR \n",nameO);

return 'O';

}

}

return 0;

}

int checkWinner()

{

char ch1 = '';

char ch2 = '';

//printf("in checkWinner");

ch1 = checkHortVert();

ch2 = checkDiag();

if((ch1 != '') || (ch2 != ''))

{

if((ch1 == 'X') || (ch2 == 'X'))

{

printf("%s is the winner CW\n",nameX);

return 1;

}

else if((ch1 == 'O') || (ch2 == 'O'))

{

printf("%s is the winner CW\n",nameO);

return 1;

}

else

return 0;

}

}

int main()

{

int check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 4; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves >1)

{

check = checkWinner();

if( check == 1)

{

printf(" winner found Main\n");

break;

}

}

}

printf("C =%d",check);

return 0;

}

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#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkHortVert()

{

int countXH = 0;

int countXV = 0;

int countOH = 0;

int countOV = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if(board2[i][j] == 'X')

countXH++;

if(board2[j][i] == 'X')

countXV++;

if(board2[i][j] == 'O')

countOH++;

if(board2[j][i] == 'O')

countOV++;

}

if((countXH == 4) || (countXV == 4))

{

printf("%s is winner CHV\n",nameX);

return 'X';

}

else if((countOH == 4) || (countOV == 4))

{

printf("%s is winner CHV \n",nameO);

return 'O';

}

countOH = 0;

countXH = 0;

countOV = 0;

countXV = 0;

}

return 0;

}

char checkDiag()

{

int countXLR =0;

int countXRL =0;

int countORL = 0;

int countOLR = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countXLR++;

//printf("countXLR : %d\n", countXLR);

}

if(board2[i][j] == 'O')

{

countOLR++;

//printf("countOLR :%d\n", countOLR);

}

}

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countXRL++;

//printf("countXRL: %d\n", countXRL);

}

if(board2[i][j] == 'O')

{

countORL++;

//printf("countORL :%d\n", countORL);

}

}

}

if((countXRL == 4) || (countXLR == 4))

{

printf("%s is winner CDLR \n",nameX);

return 'X';

}

else if((countORL == 4) || (countOLR == 4))

{

printf("%s is winner CDLR \n",nameO);

return 'O';

}

}

return 0;

}

int checkWinner()

{

char ch1 = ' ';

char ch2 = ' ';

//printf("in checkWinner");

ch1 = checkHortVert();

ch2 = checkDiag();

if((ch1 != ' ') || (ch2 != ' '))

{

if((ch1 == 'X') || (ch2 == 'X'))

{

printf("%s is the winner CW\n",nameX);

return 1;

}

else if((ch1 == 'O') || (ch2 == 'O'))

{

printf("%s is the winner CW\n",nameO);

return 1;

}

}

else

return 0;

}

int main()

{

int check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves > 2)

{

check = checkWinner();

if( check == 1)

{

printf(" winner found Main\n");

break;

}

}

}

printf("C =%d",check);

return 0;

}

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#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void introToTicTacToe()

{

printf("TIC TAC TOE \n");

printf("Users please enter grid position less than or equal to 16\n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

}

void printBoardWithgPos()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c", (4\*i));

}

printf("\n");

}

}

void drawBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void enterGridPosX()

{

printf("%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void printBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkHortVert()

{

int countXH = 0;

int countXV = 0;

int countOH = 0;

int countOV = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if(board2[i][j] == 'X')

countXH++;

if(board2[j][i] == 'X')

countXV++;

if(board2[i][j] == 'O')

countOH++;

if(board2[j][i] == 'O')

countOV++;

}

if((countXH == 4) || (countXV == 4))

{

printf("%s is winner CHV\n",nameX);

return 'X';

}

else if((countOH == 4) || (countOV == 4))

{

printf("%s is winner CHV \n",nameO);

return 'O';

}

countOH = 0;

countXH = 0;

countOV = 0;

countXV = 0;

}

return 0;

}

char checkDiag()

{

int countXLR =0;

int countXRL =0;

int countORL = 0;

int countOLR = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countXLR++;

//printf("countXLR : %d\n", countXLR);

}

if(board2[i][j] == 'O')

{

countOLR++;

//printf("countOLR :%d\n", countOLR);

}

}

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countXRL++;

//printf("countXRL: %d\n", countXRL);

}

if(board2[i][j] == 'O')

{

countORL++;

//printf("countORL :%d\n", countORL);

}

}

}

if((countXRL == 4) || (countXLR == 4))

{

printf("%s is winner CDLR \n",nameX);

return 'X';

}

else if((countORL == 4) || (countOLR == 4))

{

printf("%s is winner CDLR \n",nameO);

return 'O';

}

}

return 0;

}

int checkWinner()

{

char ch1 = ' ';

char ch2 = ' ';

//printf("in checkWinner");

ch1 = checkHortVert();

ch2 = checkDiag();

if((ch1 != ' ') || (ch2 != ' '))

{

if((ch1 == 'X') || (ch2 == 'X'))

{

printf("%s is the winner CW\n",nameX);

return 1;

}

else if((ch1 == 'O') || (ch2 == 'O'))

{

printf("%s is the winner CW\n",nameO);

return 1;

}

}

else

return 0;

}

int main()

{

int check ;

introToTicTacToe();

drawBoard();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

printBoard();

if(moves > 2)

{

check = checkWinner();

if( check == 1)

{

printf(" winner found Main\n");

break;

}

else if((check == 0) && (moves == 7))

printf("Game is a Tie\n");

}

}

printf("C =%d",check);

return 0;

}

Day 3- 5.30pm

#include <stdio.h>

char board1[4][5];

char board2[4][4];

char nameX[20], nameO[20];

int gPos, row, column;

void enterElement(char ch);

void enterUserNames()

{

printf("TIC TAC TOE \n");

printf("'x' user please enter your name ");

scanf("%s",nameX);

printf("'o' user please enter your name ");

scanf("%s",nameO);

//printf("Users please enter grid position less than or equal to 16\n");

}

void creatGameBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

board1[i][j] = '|';

if((i!=4) && (j!=4))

board2[i][j] = '\_';

}

}

}

void printGameBoard()

{

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

printf("%c",board2[i][j]);

}

printf("\n");

}

}

void printBoardWithGridPos()

{

printf("\nUsers please enter grid position between 1 - 16\n");

printf("Grid positions are as below\n\n");

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 5;j++)

{

printf("%c",board1[i][j]);

if((i!=4) && (j!=4))

if(i<2)

printf("0%d", ((4\*i)+(j+1)));

else

printf("%d", ((4\*i)+(j+1)));

}

printf("\n");

}

}

void enterGridPosX()

{

printf("\n%s please enter your grid position ", nameX);

scanf(" %d",&gPos);

if(gPos > 16)

{

printf("Grid position is invalid , so please enter new vaule below 17 \n");

enterElement('X');

}

void enterGridPosO()

{

printf("%s please enter grid position ",nameO);

scanf(" %d",&gPos);

enterElement('O');

}

void enterElement(char ch)

{

if((gPos % 4) != 0)

{

row = gPos/4;

column = (gPos%4)-1;

}

else

{

row = (gPos/4) - 1;

column = (gPos%4) +3;

}

for (int i = 0;i < 4;i++)

{

for(int j = 0; j < 5; j++)

{

if((i==row) && (j==column))

{

board2[i][j] = ch;

}

}

}

}

char checkHortVert()

{

int countXH = 0;

int countXV = 0;

int countOH = 0;

int countOV = 0;

for(int i = 0;i < 4; i++)

{

for(int j =0;j < 4; j++)

{

if(board2[i][j] == 'X')

countXH++;

if(board2[j][i] == 'X')

countXV++;

if(board2[i][j] == 'O')

countOH++;

if(board2[j][i] == 'O')

countOV++;

}

if((countXH == 4) || (countXV == 4))

{

printf("%s is winner CHV\n",nameX);

return 'X';

}

else if((countOH == 4) || (countOV == 4))

{

printf("%s is winner CHV \n",nameO);

return 'O';

}

countOH = 0;

countXH = 0;

countOV = 0;

countXV = 0;

}

return 0;

}

char checkDiag()

{

int countXLR =0;

int countXRL =0;

int countORL = 0;

int countOLR = 0;

for(int i = 0;i < 4;i++)

{

for(int j =0;j < 4;j++)

{

if(i==j)

{

if(board2[i][j] == 'X')

{

countXLR++;

//printf("countXLR : %d\n", countXLR);

}

if(board2[i][j] == 'O')

{

countOLR++;

//printf("countOLR :%d\n", countOLR);

}

}

if((i+j) == 3)

{

if(board2[i][j] == 'X')

{

countXRL++;

//printf("countXRL: %d\n", countXRL);

}

if(board2[i][j] == 'O')

{

countORL++;

//printf("countORL :%d\n", countORL);

}

}

}

if((countXRL == 4) || (countXLR == 4))

{

printf("%s is winner CDLR \n",nameX);

return 'X';

}

else if((countORL == 4) || (countOLR == 4))

{

printf("%s is winner CDLR \n",nameO);

return 'O';

}

}

return 0;

}

int checkWinner()

{

char ch1 = ' ';

char ch2 = ' ';

//printf("in checkWinner");

ch1 = checkHortVert();

ch2 = checkDiag();

if((ch1 != ' ') || (ch2 != ' '))

{

if((ch1 == 'X') || (ch2 == 'X'))

{

printf("%s is the winner CW\n",nameX);

return 1;

}

else if((ch1 == 'O') || (ch2 == 'O'))

{

printf("%s is the winner CW\n",nameO);

return 1;

}

}

else

return 0;

}

int main()

{

int check ;

creatGameBoard();

printGameBoard();

enterUserNames();

printBoardWithGridPos();

for(int moves = 0; moves < 8; moves++)

{

enterGridPosX();

enterGridPosO();

printGameBoard();

if(moves > 2)

{

check = checkWinner();

if( check == 1)

{

printf(" winner found Main\n");

s

}

else if((check == 0) && (moves == 7))

printf("Game is a Tie\n");

}

}

printf("C =%d",check);

return 0;

}