**TIC TAC TOE**

#include<iostream.h>

#include<conio.h>

#include<stdio.h>

void show\_game\_box();

char a[3][3];

void main()

{

clrscr();

char player1[15],player2[15];

int i,j,r,c,r1,c1,y;

for(y=0;y<3;y++)

{

for(j=0;j<3;j++)

{

a[y][j]=' ';

}}

int player;

cout<<"enter the name of the player1 \n";

gets(player1);

cout<<"enter the name of the player2 \n";

gets(player2);

for(i=1;i<10;i++)

{

if(i%2==1)

{

player=1;

}

else

{

player=2;

}

if(player==1)

{

cout<<player1<<" enter the row u want 2 mark \n";

cin>>r;

while(r<1 || r>3)

{

cout<<"invalid choice";

break;

}

cout<<player1<<" enter the column u want 2 mark \n";

cin>>c;

while(c<1 || c>3)

{

cout<<"invalid choice";

break;

}

if(a[r-1][c-1]=='O' ||a[r-1][c-1]=='X')

{

cout<<"u can't mark in the marked position";

break;

}

else

{

a[r-1][c-1]='O';

}

}

if(player==2)

{

cout<<player2<<" enter the row u want 2 mark \n";

cin>>r1;

while(r1<1 || r1>3)

{

cout<<"invalid choice";

break;

}

cout<<player2<<" enter the column u want 2 mark\n";

cin>>c1;

while(c1<1 || c1>3)

{

cout<<"invalid choice";

break;

}

if(a[r1-1][c1-1]=='O' ||a[r1-1][c1-1]=='X')

{

cout<<"u can't mark in the marked position";

break;

}

else

{

a[r1-1][c1-1]='X';

}

}

show\_game\_box();

if(i>4)

{

if(a[0][0]=='O'&&a[0][1]=='O'&&a[0][2]=='O')

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player1<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

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

{

cout<<"CONGRATULATIONS!!!!!\t";

cout<<player2<<" wins";

break;

}

else

{

cout<<"";

}

}

else if(i==9)

{

cout<<"match is drawn";

}

else

{

cout<<"";

}

}

getch();

}

void show\_game\_box()

{

cout<<a[0][0]<<"|"<<a[0][1]<<"|"<<a[0][2]<<endl;

cout<<"-|-|-\n";

cout<<a[1][0]<<"|"<<a[1][1]<<"|"<<a[1][2]<<endl;

cout<<"-|-|-\n";

cout<<a[2][0]<<"|"<<a[2][1]<<"|"<<a[2][2]<<endl;

cout<<"-|-|-\n";

}