

src/Game.java

```
1 import java.util.Scanner;
2
3 public class Game {
4
5     static char[][] board = {
6         {' ', '|', ' ', '|', ' ', '|', ' '},
7         {'-', '+', '-', '+', '-', '+', '-'},
8         {' ', '|', ' ', '|', ' ', '|', ' '},
9         {'-', '+', '-', '+', '-', '+', '-'},
10        {' ', '|', ' ', '|', ' ', '|', ' '};
11    };
12
13    static void printBoard() {
14        for (char[] row : board) {
15            for (char c : row) {
16                System.out.print(c);
17            }
18            System.out.println();
19        }
20    }
21
22    static void placeMove(int pos, char symbol) {
23        int row = 0, col = 0;
24
25        switch (pos) {
26            case 1: row = 0; col = 0; break;
27            case 2: row = 0; col = 2; break;
28            case 3: row = 0; col = 4; break;
29            case 4: row = 2; col = 0; break;
30            case 5: row = 2; col = 2; break;
31            case 6: row = 2; col = 4; break;
32            case 7: row = 4; col = 0; break;
33            case 8: row = 4; col = 2; break;
34            case 9: row = 4; col = 4; break;
35            default: System.out.println("Invalid position!"); return;
36        }
37
38        if (board[row][col] == ' ') {
39            board[row][col] = symbol;
40        } else {
41            System.out.println("Position already taken! Try again.");
42        }
43    }
44
45    static boolean isWinner(char symbol) {
46        // Rows, Columns, Diagonals
```

```
47         return (
48             (board[0][0] == symbol && board[0][2] == symbol && board[0][4] ==
symbol) ||
49             (board[2][0] == symbol && board[2][2] == symbol && board[2][4] ==
symbol) ||
50             (board[4][0] == symbol && board[4][2] == symbol && board[4][4] ==
symbol) ||
51             (board[0][0] == symbol && board[2][0] == symbol && board[4][0] ==
symbol) ||
52             (board[0][2] == symbol && board[2][2] == symbol && board[4][2] ==
symbol) ||
53             (board[0][4] == symbol && board[2][4] == symbol && board[4][4] ==
symbol) ||
54             (board[0][0] == symbol && board[2][2] == symbol && board[4][4] ==
symbol) ||
55             (board[0][4] == symbol && board[2][2] == symbol && board[4][0] ==
symbol)
56         );
57     }
58
59     static boolean isDraw() {
60         for (int i = 1; i <= 9; i++) {
61             int row = (i - 1) / 3 * 2;
62             int col = ((i - 1) % 3) * 2;
63             if (board[row][col] == ' ') return false;
64         }
65         return true;
66     }
67
68     public static void main(String[] args) {
69         Scanner sc = new Scanner(System.in);
70         char currentPlayer = 'X';
71         System.out.println("Welcome to Tic Tac Toe Game!");
72         printBoard();
73
74         while (true) {
75             System.out.print("Player " + currentPlayer + ", enter your position
(1-9): ");
76             int pos = sc.nextInt();
77
78             placeMove(pos, currentPlayer);
79             printBoard();
80
81             if (isWinner(currentPlayer)) {
82                 System.out.println("Player " + currentPlayer + " wins!");
83                 break;
84             }
85
86             if (isDraw()) {
```

```
87         System.out.println("It's a draw!");
88         break;
89     }
90
91     currentPlayer = (currentPlayer == 'X') ? 'O' : 'X'; // Switch
92     player
93     }
94     sc.close();
95 }
96 }
97 }
```