

~\Desktop\CPROGRAMMES\tictactoe.c

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1  #include<stdio.h>
2  int main(){
3      char ch[3][3],fill[2]={'0','X'};
4      int start,row,col,turn=0;
5      for(int i=0;i<3;i++){
6          for(int j=0;j<3;j++){
7              ch[i][j]=' ';
8          }
9      }
10     printf("press any number between 0-9 to proceed into \"TIC TAC TOE\" game\n");
11     scanf("%d",&start);
12     printf("The following are the instructions for the game:\n");
13     printf("For player 1 fill 0\nFor player 2 fill X\n");
14     printf("The table is like this:\n1 2 3\n4 5 6\n7 8 9\nwhich has 3 rows and 3 columns\n");
15     for(int i=1;i<=9;i++){
16         int player=turn%2;
17         printf("Its turn for player %d\n",player+1);
18         printf("In which row you want to fill the %c\n",fill[player]);
19         scanf("%d",&row);
20         printf("In which column you want to fill the %c\n",fill[player]);
21         scanf("%d",&col);
22         row--,col--;
23         for(int j=0;j<3;j++){
24             if(row>=0 && row<3 && col>=0 && col<3 && ch[row][col]==' '){
25                 ch[row][col]=fill[player];
26                 break;
27             }
28             else{
29                 printf("This cell is not empty\n");
30             }
31         }
32     }
33     if((ch[0][0]==ch[0][1] && ch[0][1]==ch[0][2] && ch[0][0]=='0')||(ch[1][0]==ch[1][1]
&& ch[1][1]==ch[1][2] && ch[1][0]=='0')||(ch[2][0]==ch[2][1] && ch[2][1]==ch[2][2] && ch[2]
[0]=='0')){
34         printf("player 1 wins");
35         break;
36     }
37     else if((ch[0][0]==ch[0][1] && ch[0][1]==ch[0][2] && ch[0][0]=='X')||(ch[1][0]==ch[1]
[1] && ch[1][1]==ch[1][2] && ch[1][0]=='X')||(ch[2][0]==ch[2][1] && ch[2][1]==ch[2][2] &&
ch[2][0]=='X')){
38         printf("player 2 wins");
39         break;
40     }
41     else if((ch[0][0]==ch[1][0] && ch[1][0]==ch[2][0] && ch[0][0]=='0')||(ch[0][1]==ch[1]
[1] && ch[1][1]==ch[2][1] && ch[0][1]=='0')||(ch[0][2]==ch[1][2] && ch[1][2]==ch[2][2] &&
ch[0][2]=='0')){
42         printf("player 1 wins");
43         break;
44     }
45     else if((ch[0][0]==ch[1][0] && ch[1][0]==ch[2][0] && ch[0][0]=='X')||(ch[0][1]==ch[1]
[1] && ch[1][1]==ch[2][1] && ch[0][1]=='X')||(ch[0][2]==ch[1][2] && ch[1][2]==ch[2][2] &&

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    ch[0][2]=='X')){
46         printf("player 2 wins");
47         break;
48     }
49     else if((ch[0][0]==ch[1][1] && ch[1][1]==ch[2][2] && ch[0][0]=='O') || (ch[0][2]==ch[1]
[1] && ch[1][1]==ch[2][0] && ch[0][2]=='O')){
50         printf("player 1 wins");
51         break;
52     }
53     else if((ch[0][0]==ch[1][1] && ch[1][1]==ch[2][2] && ch[0][0]=='X') || (ch[0][2]==ch[1]
[1] && ch[1][1]==ch[2][0] && ch[0][2]=='X')){
54         printf("player 2 wins");
55         break;
56     }
57     turn++;
58
59 }
60 if(((ch[0][0]!=ch[0][1] || ch[0][1]!=ch[0][2]) || (ch[1][0]!=ch[1][1] || ch[1][1]!=ch[1]
[2]) || (ch[2][0]!=ch[2][1] || ch[2][1]!=ch[2][2])) && ((ch[0][0]!=ch[1][0] || ch[1][0]!=ch[2]
[0]) || (ch[0][1]!=ch[1][1] || ch[1][1]!=ch[2][1]) || (ch[0][2]!=ch[1][2] || ch[1][2]!=ch[2]
[2])) && ((ch[0][0]!=ch[1][0] || ch[1][0]!=ch[2][0]) || (ch[0][1]!=ch[1][1] || ch[1][1]!=ch[2]
[1]) || (ch[0][2]!=ch[1][2] || ch[1][2]!=ch[2][2])) && ((ch[0][0]!=ch[1][1] || ch[1][1]!=ch[2]
[2]) || (ch[0][2]!=ch[1][1] || ch[1][1]!=ch[2][0])) && ((ch[0][0]!=ch[1][1] || ch[1][1]!=ch[2]
[2]) || (ch[0][2]!=ch[1][1] || ch[1][1]!=ch[2][0]))){
61     printf("its draw");
62 }
63 return 0;
64 }
```