

# MASTER OF TECHNOLOGY

## User Guide

TIC TAC TOE

## 1. System Overview

Application is a simple Java application for playing Tic Tac Toe. It takes the user input from terminal, pass the input to drools rule engine, and plays the game. The code for taking user input, determining the best location to play ( rules) are written in java using drools api in java. A java environment is needed to execute the jar application.

## 2. Environment Requirements

Java JRE installed on your system to run the jar file

## 3. Steps to run the application and Game Play

1. Download TicTacToe.Jar
2. Open Terminal on Mac or Command Prompt in Windows
3. Execute it TicTacToe.Jar using `java -jar TicTacToe.Jar` . If you are in `/usr/desktop/` and want to execute the `tictactoe.jar` present in `/var/desktop/AnyFolder/`, then give `java -jar /var/desktop/AnyFolder/TicTacToe.jar`
4. Enter the Position you want to play in the format `A<row><column>`
5. You will be assigned a 0 and computer takes a 1. You are allowed to enter only in vacant spaces indicated by '7'. If you enter in already selected cells, then game stops and you need to restart the system

## Screen Shots as Below

1.

A terminal window titled 'kannan — java -jar ~/Desktop/TicTacToe.jar — 119x33'. The terminal output shows the last login time, the command to run the Java jar file, SLF4J logging messages, and the start of a Tic Tac Toe game. The game board is displayed as a 3x3 grid with positions A11 through A33. The prompt asks for a preferred position to play in the format A<row><coloum>.

```
kannan — java -jar ~/Desktop/TicTacToe.jar — 119x33
Last login: Fri Mar  8 17:15:30 on ttys006
[Soorejs-Air:~ kannan$ java -jar /Users/kannan/Desktop/TicTacToe.jar
SLF4J: Failed to load class "org.slf4j.impl.StaticLoggerBinder".
SLF4J: Defaulting to no-operation (NOP) logger implementation
SLF4J: See http://www.slf4j.org/codes.html#StaticLoggerBinder for further details.

....PLAY TIC TAC TOE....

A11 A12 A13
A21 A22 A23
A31 A32 A33

Enter Your Preferred Position To Play in format A<row><coloum> : 
```

2.

```
kannan — java -jar ~/Desktop/TicTacToe.jar — 159x45
....PLAY TIC TAC TOE....

A11 A12 A13
A21 A22 A23
A31 A32 A33

Enter Your Preferred Position To Play in format A<row><coloum> :A22

Board Status is now:
7 7 7
7 0 7
7 7 7

***Computer Calculating The Next Move****

Executing OppPlayFirst_FirstMove_CenterCell_rule1

Board Status is now:
7 7 1
7 0 7
7 7 7

Enter Your Preferred Position To Play in format A<row><coloum> :A23
***Computer Calculating The Next Move****

Board Status is now:
7 7 1
7 0 0
7 7 7

***Computer Calculating The Next Move****

Executing whether AI can win in current move
Executed whether AI can win in current move
Executing whether Opponent can win in his next move
Executed whether Opponent can win in his next move

Board Status is now:
7 7 1
1 0 0
7 7 7

Enter Your Preferred Position To Play in format A<row><coloum> : 
```

3.

```
kannan — -bash — 159x45
Board Status is now:
7 7 1
1 0 0
7 7 7

Enter Your Preferred Position To Play in format A<row><coloum> :A33

Board Status is now:
7 7 1
1 0 0
7 7 0

***Computer Calculating The Next Move****

Executing whether AI can win in current move
Executed whether AI can win in current move
Executing whether Opponent can win in his next move
Executed whether Opponent can win in his next move

Board Status is now:
1 7 1
1 0 0
7 7 0

Enter Your Preferred Position To Play in format A<row><coloum> :A31

Board Status is now:
1 7 1
1 0 0
0 7 0

***Computer Calculating The Next Move****

Executing whether AI can win in current move

Board Status is now:
1 1 1
1 0 0
0 7 0

Executing whoWonTheGame
Executed whoWonTheGame

AI Wins!!
Soorejs-Air:~ kannan$
```