# ..FissFiss Fission..

Objective:

The objective of the game is to dominate the board by any one player by eliminating the other player.There are two players X and O. The grid is updated by following rules-

1. For a grid element, doesn’t belonging to the edges it explodes to the nearby grid elements when the no. of X or O is 3.
2. For a grid element, belonging to the edges it explodes to the nearby grid elements when the no. of X or O is 2.
3. For a grid element belonging to the centre of the grid it explodes to the nearby grid elements when the number of X or O is 4.

# Input / Output operations:

|  |  |  |
| --- | --- | --- |
| 2X |  |  |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
|  | 1X |  |
| 1X |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
|  |  |  |
| 3O |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| 1O |  |  |
|  | 1O |  |
| 1O |  |  |

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  | 4X |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
|  | 1X |  |
| 1X |  | 1X |
|  | 1X |  |

Consisting Functions:

**void Update(arr[][])**: This function check for each cell for its limit and if the cell’s value exceeds its limit it causes the respective explosions.

**int check(arr[][])** : This function return 2 if both ‘X’ and ‘O’ are present else return 1.

**int check1(arr[][])** : Return 1 if any central element is 4 boundary is 3 or edge is 2.

**void display(arr[][])** : This functions displays the grid after every successful update.

# Flow Chart :

Start

update()

If check()==1

If check()==1

clrscr()  
()

True

End

False

True

display()

Input X and Y

display()

False

If check()==1