**VIETNAM NATIONAL UNIVERSITY, HO CHI MINH CITY**

**UNIVERSITY OF TECHNOLOGY**

**FACULTY OF COMPUTER SCIENCE & ENGINEERING**

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**COMPUTER ARCHITECTURE**

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Assignment Report

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**Topic: Please design and write MIPS assembly language for implementing a text-based 5x5 board Tic-Tac-Toe game for two players with following requirements.**

1. During the first turn of both players, they are not allowed to choose the central point (row 3 & column 3).

2. Any player who has 3 points in a row, column or diagonal will be the winner.

3. Players can undo 1 move before the opponent plays.

Preface:

In this report, I would like to give clear explanations in term of my MIPS code in file “tictactoe.asm” (translated from the file “tictactoe\_Ccode.c” that I had written in this link: https://github.com/thanghoang7020202/tictactoe.git)