char name[2][30]; //double dimensional array to store names of the player

int chance; //to store the chance, to track which player is to enter the move

int box; //to track the current box the player is on at the moment

char a[3][3]; //array to hold the actual values that player enter while playing

int navigate(char a[3][3], int box, int player, int key);

// to handle key presses and update the current box the player is on

// and to enter the move in to the box when player presses Enter.

int turns; // to count the number of chances

void putintobox(char a[3][3], char ch, int box);

//Function to show the Tic Tac Toe Frame

void showframe(int posx, int posy)

{

int hr=196, vr=179; // These are ascii character which display the lines

int crossbr=197; // Another ascii character

int x=posx, y=posy;

int i,j;

gotoxy(35,4); cprintf("TIC TAC TOE");

gotoxy(35,5); for(i=0;i<11;i++) cprintf("%c",223);

for(i=0;i<2;i++)

{

for(j=1;j<=11;j++)

{

gotoxy(x,y);

printf("%c",hr);

x++;p; x++;

}

x=posx; y+=2;

}

x=posx+3; y=posy-1;

for(i=0;i<2;i++)

{

for(j=1;j<=5;j++)

{

gotoxy(x,y);

printf("%c",vr);

y++;

}

x+=4;y=posy-1;

}

x=posx+3; y=posy;

gotoxy(x,y);

printf("%c",crossbr);

x=posx+7; y=posy;

gotoxy(x,y);

printf("%c",crossbr);

x=posx+3; y=posy+2;

gotoxy(x,y);

printf("%c",crossbr);

x=posx+7; y=posy+2;

gotoxy(x,y);

printf("%c",crossbr);

}

//Function to show the character in the specified box

void showbox(char ch, int box)

{

switch(box)

{

case 1 : gotoxy(\_x+1,\_y-1); printf("%c",ch); break; //1st box

case 2 : gotoxy(\_x+5,\_y-1); printf("%c",ch); break; //2nd box

case 3 : gotoxy(\_x+9,\_y-1); printf("%c",ch); break; //3rd box

case 4 : gotoxy(\_x+1,\_y+1); printf("%c",ch); break; //4th box

case 5 : gotoxy(\_x+5,\_y+1); printf("%c",ch); break; //5th box

case 6 : gotoxy(\_x+9,\_y+1); printf("%c",ch); break; //6th box

case 7 : gotoxy(\_x+1,\_y+3); printf("%c",ch); break; //7th box

case 8 : gotoxy(\_x+5,\_y+3); printf("%c",ch); break; //8th box

case 9 : gotoxy(\_x+9,\_y+3); printf("%c",ch); break; //9th box

}

}

//Function to insert the specified character into the array

void putintobox(char arr[3][3], char ch, int box)

{

switch(box)

{

case 1 : if(arr[0][0] != 'X' && arr[0][0]!= 'O')

{ arr[0][0] = ch;

showbox(ch,1);

}

break;

case 2 : if(arr[0][1] != 'X' && arr[0][1]!= 'O')

{ arr[0][1] = ch;

showbox(ch,2);

}

break;

case 3 : if(arr[0][2] != 'X' && arr[0][2]!= 'O')

{ arr[0][2] = ch;

showbox(ch,3);

}

break;

case 4 : if(arr[1][0] != 'X' && arr[1][0]!= 'O')

{ arr[1][0] = ch;

showbox(ch,4);

}

break;

case 5 : if(arr[1][1] != 'X' && arr[1][1]!= 'O')

{ arr[1][1] = ch;

showbox(ch,5);

}

break;

case 6 : if(arr[1][2] != 'X' && arr[1][2]!= 'O')

{ arr[1][2] = ch;

showbox(ch,6);

}

break;

case 7 : if(arr[2][0] != 'X' && arr[2][0]!= 'O')

{ arr[2][0] = ch;

showbox(ch,7);

}

break;

case 8 : if(arr[2][1] != 'X' && arr[2][1]!= 'O')

{ arr[2][1] = ch;

showbox(ch,8);

}

break;

case 9 : if(arr[2][2] != 'X' && arr[2][2]!= 'O')

{ arr[2][2] = ch;

showbox(ch,9);

}

break;

}//end of switch

}

//Function to show the curson on the box specified

//uses the position to check the coordinates

void gotobox(int box)

{

switch(box)

{

case 1 : gotoxy(\_x+1,\_y-1); break;

case 2 : gotoxy(\_x+5,\_y-1); break;

case 3 : gotoxy(\_x+9,\_y-1); break;

case 4 : gotoxy(\_x+1,\_y+1); break;

case 5 : gotoxy(\_x+5,\_y+1); break; //5th box

case 6 : gotoxy(\_x+9,\_y+1); break; //6th box

case 7 : gotoxy(\_x+1,\_y+3); break; //7th box

case 8 : gotoxy(\_x+5,\_y+3); break; //8th box

case 9 : gotoxy(\_x+9,\_y+3); break;

}

}

//Function to handle the navigation

int navigate(char arr[3][3], int box, int player, int key)

{

switch(key)

{

case UPARROW : if( (box!=1) || (box!=2) || (box!=3) )

{ box-=3; if(box<1) box = 1; gotobox(box); }

break;

case DOWNARROW : if( (box!=7) || (box!=8) || (box!=9) )

{ box+=3; if(box>9) box = 9; gotobox(box); }

break;

case LEFTARROW : if( (box!=1) || (box!=4) || (box!=7) )

{ box--; if(box<1) box = 1; gotobox(box); }

break;

case RIGHTARROW : if( (box!=3) || (box!=6) || (box!=9) )

{ box++; if(box>9) box = 9; gotobox(box); }

break;

case ENTER : if(player == 0)

putintobox(arr,'O',box);

else if(player == 1)

putintobox(arr,'X',box);

break;

}//end of switch(key)

return box;

}

int checkforwin(char arr[3][3])

{

int w=0;

/\* 0,0 0,1 0,2

1,0 1,1 1,2

2,0 2,1 2,2

\*/

//rows

if((arr[0][0] == arr[0][1]) && (arr[0][1] == arr[0][2])) w = 1;

else if((arr[1][0] == arr[1][1]) && (arr[1][1] == arr[1][2])) w = 1;

else if((arr[2][0] == arr[2][1]) && (arr[2][1] == arr[2][2])) w = 1;

//coloums

else if((arr[0][0] == arr[1][0]) && (arr[1][0] == arr[2][0])) w = 1;

else if((arr[0][1] == arr[1][1]) && (arr[1][1] == arr[2][1])) w = 1;

else if((arr[0][2] == arr[1][2]) && (arr[1][2] == arr[2][2])) w = 1;

//diagonal

else if((arr[0][0] == arr[1][1]) && (arr[1][1] == arr[2][2])) w = 1;

else if((arr[0][2] == arr[1][1]) && (arr[1][1] == arr[2][0])) w = 1;

return w;

}

int boxesleft(char a[3][3])

{

int i,j,boxesleft=9;

for(i=0;i<3;i++)

{ for(j=0;j<3;j++)

{ if((a[i][j] == 'X') ||(a[i][j] == 'O'))

boxesleft--;

}

}

return boxesleft;

}

#include <stdio.h>

int main()

{

FILE \*fh;

int ch;

fh = fopen("ascii.txt","r");

for(i=0;i<256;i++)

fprint(fh,"\n%d - %c",i,i);

fclose(fh);

return 0;

}

#include <stdio.h>

#include <conio.h>

int main()

{

/\*

Declaration of variables used

\*/

showframe(12,25);

printf("\nPlayer 1, enter your name:"); fgets(name[0], 30, stdin);

printf("\nPlayer 2, enter your name:"); fgets(name[1], 30, stdin);

printf("\n%s, you take 0",name[0]);

printf("\n%s, you take X",name[1]); getch();

clrscr();

do

{

while(!enter)

{

if(khbit())

ch = getch();

switch(ch)

{

case UPARROW : box = navigate(a[3][3], box, player, UPARROW);

.

.

.

}

}

if(quit) break;

//check if the player wins

win = checkforwin(a);

}while(!win)

if(win)

{ .

.

}

else if(quit)

{ .

.

}

return 0;

}