Build a tic-tac-toe game: Create a 3 x 3 grid of buttons. Each button should start by displaying a “-”. Each time a button is pressed, it should cycle through the following displays: “-”, “X”, “O”. So the first time the button is pressed, it should change from a “-” to an “X”. The next time it is pressed, it should change to an “O”. Then back to an “-”.

Add some smarts to make it computer against human. Add in a feature for which the computer asks the user who wants to go first by using a dialog box. The first player is always X, the second is always O.

You can choose a random algorithm for the computer - it need not play perfectly.

Have the computer figure out when one player wins and display a message dialog box announcing the winner. If the game is a draw, have the message display that information as well.