

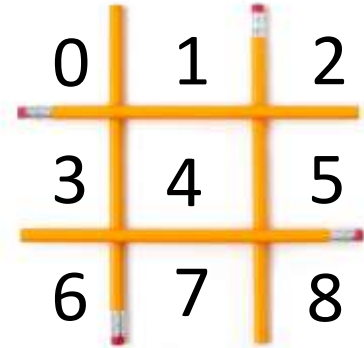
Exercise 2: Tic Tac Toe



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Write a program to play Tic Tac Toe!

The game board has 9 cells numbered 0 through 8 as shown here. Ask the player where he wants his X.



Then the computer picks a random cell. Keep playing until someone wins or the game is a tie.

Print the board as text after every move.

ASCII Art

```
X |  |  
-+-+--  
  |X|O  
-+-+--  
X|O|
```

```
Problems @ Javadoc Declaration Console X  
<terminated> TicTacToe [Java Application] C:\Program Files\Java\jdk1  
-+-+--  
  | |  
Player O's turn.  
  
x|o|  
-+-+--  
  |x|o  
-+-+--  
  | |  
Player X's turn.  
Pick a cell 0 - 8.  
8  
|  
The winner is: X  
x|o|  
-+-+--  
  |x|o  
-+-+--  
  | |x
```

Strategy

Start with a clean project.

Think about the natural objects in the system. The “Board”, the “Human” player, and the “Computer” player. Do you want to make objects out of all these? Do you need any others?

Add the code bit by bit and run and test as you go. Don't be afraid to change things as you add new functionality.

Can you make the computer smarter than just a random move?