

Exercise 6: TicTacObject



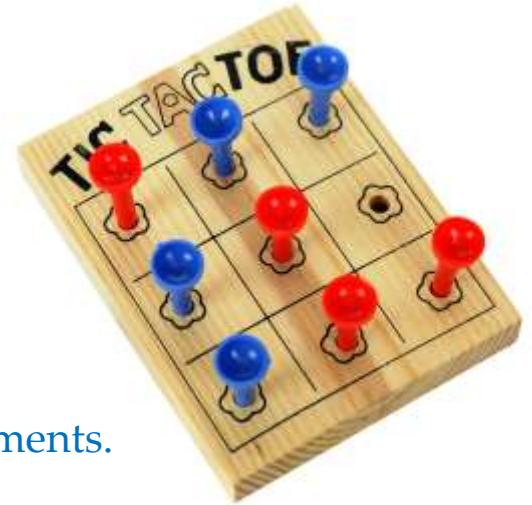
Exercise 6: TicTacObject

Rewrite the Tic Tac Toe program, but use all your new OO and Java skills.

Create four types of players. They all use the same interface:

- TextHuman the human player
- MrRandom makes random moves
- Oneder looks one ahead for a win or block
- **Optional Challenge:** CATWoman plays perfect tic tac toe

Allow the user to pick the two players with command-line arguments.



Strategy

Some things to think about:

- Should you use an enum for the game status (win, tie, in-progress)?
- Should you use an enum for the cell status (X, O, empty)?
- Should you use an enum for the game cells (there are only 9 of them)?
- Can the “smarter” computer players reuse the “less sophisticated” ones?