Coal Project

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TIC TAC TOE

include irvine32.inc

.data

a1 byte 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16

str1 byte "player 1 enter 1 and player 2 0 for desire location",0

str0 byte "enter the box number",0

str2 byte "player 1 turn",0

str3 byte "player 2 turn",0

numb byte ?

str9 byte "player 1 win",0

str8 byte "player 2 win",0

str99 byte " ",0

turn dword 0

str88 byte "GAME DRAW",0

.code

main proc

XOR eax,eax

XOR esi,esi

mov ecx,15

mov esi,0

;printing of board...............

L:

mov al, [a1+esi\*1]

call writedec

mov edx,offset str99

call writestring

inc esi

.if esi==4

call crlf

.endif

.if esi==8

call crlf

.endif

.if esi==12

call crlf

.endif

.if esi==16

call crlf

.endif

loop L

call crlf

mov edx,offset str1

call writestring

call crlf

mov edx,offset str0

call writestring

call crlf

;player 1 turn

awain::

inc turn

call crlf

;mov edx,offset str1

;call writestring

call crlf

mov edx,offset str2

call writestring

call crlf

call readint

mov numb,al

.if numb==1

mov a1+[0\*1],0

.endif

.if numb==1

mov a1+[0\*1],0

.endif

.if numb==2

mov a1+[1\*1],0

.endif

.if numb==3

mov a1+[2\*1],0

.endif

.if numb==4

mov a1+[3\*1],0

.endif

.if numb==5

mov a1+[4\*1],0

.endif

.if numb==6

mov a1+[5\*1],0

.endif

.if numb==7

mov a1+[6\*1],0

.endif

.if numb==8

mov a1+[7\*1],0

.endif

.if numb==9

mov a1+[8\*1],0

.endif

.if numb==10

mov a1+[9\*1],0

.endif

.if numb==11

mov a1+[10\*1],0

.endif

.if numb==12

mov a1+[11\*1],0

.endif

.if numb==13

mov a1+[12\*1],0

.endif

.if numb==14

mov a1+[13\*1],0

.endif

.if numb==15

mov a1+[14\*1],0

.endif

.if numb==16

mov a1+[15\*1],0

.endif

mov ecx,16

mov esi,0

call crlf

;draw condition

.if turn==16

mov edx,offset str88

call writestring

jmp jeehan

.endif

; after turn board printing

L1:

mov al, [a1+esi\*1]

call writedec

mov edx,offset str99

call writestring

inc esi

.if esi==4

call crlf

.endif

.if esi==8

call crlf

.endif

.if esi==12

call crlf

.endif

.if esi==16

call crlf

.endif

loop L1

;player 2 turn

inc turn

call crlf

;mov edx,offset str1

;call writestring

call crlf

mov edx,offset str3

call writestring

call crlf

call readint

mov numb,al

.if numb==1

mov a1+[0\*1],1

.endif

.if numb==1

mov a1+[0\*1],1

.endif

.if numb==2

mov a1+[1\*1],1

.endif

.if numb==3

mov a1+[2\*1],1

.endif

.if numb==4

mov a1+[3\*1],1

.endif

.if numb==5

mov a1+[4\*1],1

.endif

.if numb==6

mov a1+[5\*1],1

.endif

.if numb==7

mov a1+[6\*1],1

.endif

.if numb==8

mov a1+[7\*1],1

.endif

.if numb==9

mov a1+[8\*1],1

.endif

.if numb==10

mov a1+[9\*1],1

.endif

.if numb==11

mov a1+[10\*1],1

.endif

.if numb==12

mov a1+[11\*1],1

.endif

.if numb==13

mov a1+[12\*1],1

.endif

.if numb==14

mov a1+[13\*1],1

.endif

.if numb==15

mov a1+[14\*1],1

.endif

.if numb==16

mov a1+[15\*1],1

.endif

mov ecx,16

mov esi,0

call crlf

;draw condition

.if turn==16

mov edx,offset str88

call writestring

jmp jeehan

.endif

; after turn board printing

L2:

mov al, [a1+esi\*1]

call writedec

mov edx,offset str99

call writestring

inc esi

.if esi==4

call crlf

.endif

.if esi==8

call crlf

.endif

.if esi==12

call crlf

.endif

.if esi==16

call crlf

.endif

loop L2

.if ([a1+0\*1]==0&&[a1+1\*1]==0&&[a1+2\*1]==0&&[a1+3\*1]==0)||([a1+4\*1]==0&&[a1+5\*1]==0&&[a1+6\*1]==0&&[a1+7\*1]==0)

mov edx,offset str9

call writestring

call crlf

jmp jeehan

.endif

.if ([a1+8\*1]==0&&[a1+9\*1]==0&&[a1+10\*1]==0&&[a1+11\*1]==0)||([a1+12\*1]==0&&[a1+13\*1]==0&&[a1+14\*1]==0&&[a1+15\*1]==0)

mov edx,offset str9

call writestring

call crlf

jmp jeehan

.endif

.if ([a1+0\*1]==0&&[a1+4\*1]==0&&[a1+8\*1]==0&&[a1+12\*1]==0)||([a1+1\*1]==0&&[a1+5\*1]==0&&[a1+9\*1]==0&&[a1+13\*1]==0)

mov edx,offset str9

call writestring

call crlf

jmp jeehan

;.endif

.elseif ([a1+2\*1]==0&&[a1+6\*1]==0&&[a1+14\*1]==0&&[a1+10\*1]==0)||([a1+3\*1]==0&&[a1+7\*1]==0&&[a1+11\*1]==0&&[a1+15\*1]==0)

mov edx,offset str9

call writestring

call crlf

jmp jeehan

;.endif

.elseif ([a1+3\*1]==0&&[a1+6\*1]==0&&[a1+9\*1]==0&&[a1+12\*1]==0)||([a1+0\*1]==0&&[a1+5\*1]==0&&[a1+10\*1]==0&&[a1+15\*1]==0)

mov edx,offset str9

call writestring

call crlf

jmp jeehan

.endif

;check for player 2 win

.if ([a1+0\*1]==1&&[a1+1\*1]==1&&[a1+2\*1]==1&&[a1+3\*1]==1)||([a1+4\*1]==1&&[a1+5\*1]==1&&[a1+6\*1]==1&&[a1+7\*1]==1)

mov edx,offset str8

call writestring

call crlf

jmp jeehan

.endif

.if ([a1+8\*1]==1&&[a1+9\*1]==1&&[a1+10\*1]==1&&[a1+11\*1]==1)||([a1+12\*1]==1&&[a1+13\*1]==1&&[a1+14\*1]==1&&[a1+15\*1]==1)

mov edx,offset str8

call writestring

call crlf

jmp jeehan

.endif

.if ([a1+0\*1]==1&&[a1+4\*1]==1&&[a1+8\*1]==1&&[a1+12\*1]==1)||([a1+1\*1]==1&&[a1+5\*1]==1&&[a1+9\*1]==1&&[a1+13\*1]==1)

mov edx,offset str8

call writestring

call crlf

jmp jeehan

;.endif

.elseif ([a1+2\*1]==1&&[a1+6\*1]==1&&[a1+14\*1]==1&&[a1+10\*1]==1)||([a1+3\*1]==1&&[a1+7\*1]==1&&[a1+11\*1]==1&&[a1+15\*1]==1)

mov edx,offset str8

call writestring

call crlf

jmp jeehan

;.endif

.elseif ([a1+3\*1]==1&&[a1+6\*1]==1&&[a1+9\*1]==1&&[a1+12\*1]==1)||([a1+0\*1]==1&&[a1+5\*1]==1&&[a1+10\*1]==1&&[a1+15\*1]==1)

mov edx,offset str8

call writestring

call crlf

jmp jeehan

.endif

jmp awain

jeehan::

exit

main endp

end main