Player 2

Winner = false

Winner = true

Verify winner

Matrix [jugada >1 && <9]

Check box busy

Play >1 && <=9

Play

Print board

Player 1

Mode of play ==1

Turn < 10 ||

Fin algoritmo

Matrix [i][j] 3\*X || 3\*0

Give me the game number:

Algoritmo main

Select play