VERSE 1

1. *#Play tic tac toe with an algorithm.*
2. *Include studio.h, stdlib.h, conio.h libraries.*
3. *Set a function of array as char and define the elements of the array you determined as o, 1, 2, 3, 4, 5, 6, 7, 8, 9 and make its name square.*
4. *Define a function to calculate the result as int.*
5. *Define a function for board as void.*
6. *Define int main function to run the game.*
7. *Define 3 variables as int. Define first variable for player counter and sync player counter to 1. Define second variable for counter. Define third variable for player's choice.*
8. *Define a variable as char to mark the board.*
9. *do-while loop opens to run the game*
10. *do*
11. *Draw the function you determined for board.*
12. *Use mod operator for the players rank.*
13. *Print which player is in the turn and ask which square is the player wants to move.*
14. *Keep that choice in memory with scanf*
15. *Set which sign the player will use by making mods with the variable you determined to mark the board*
16. *Write the result of the variable you determined to mark the board into the square number block in the choice with if*
17. *If choice equals 1 and 1st value of the square array equals to 1*
18. *Equalize 1st value of square to player's mark*
19. *If choice equals 2 and 2nd value of the square array equals to 2*
20. *Equalize 2nd value of square to player's mark*
21. *If choice equals 3 and 3rd value of the square array equals to 3*
22. *Equalize 3rd value of square to player's mark*
23. *If choice equals 4 and 4th value of the square array equals to 3*
24. *Equalize 4th value of square to player's mark*
25. *If choice equals 5 and 5th value of the square array equals to 3*
26. *Equalize 5th value of square to player's mark*
27. *If choice equals 6 and 6th value of the square array equals to 3*
28. *Equalize 6th value of square to player's mark*
29. *If choice equals 7 and 7th value of the square array equals to 3*
30. *Equalize 7th value of square to player's mark*

If choice equals 8 and 8th value of the square array equals to 3
Equalize 8th value of square to player's mark
If choice equals 9 and 9th value of the square array equals to 3
Equalize 9th value of square to player's mark
else
Print "Invalid move" and define getch() function.
Decrease player counter.
Define the counter you determined and sync to the calculate the result function you determined.
Increase the player counter you determined
while if the counter you determined equal to -1
Define the function for board you determined
Calculate the result of the game with the if-else structure
if the counter you determined equals 1
Print the winner
else
Print 'Game Draw'
Define getch() function
Define return 0
Define the function to calculate the result you determined as int to calculate the result in every move.
Calculate the result with if-else structure.
If 1st square equals 2nd square and 2nd square equals 3rd square
Define return 1;
If 4th square equals 5th square and 5th square equals 6th square
Define return 1;
If 7th square equals 8th square and 8th square equals 9th square
Define return 1;
If 1st square equals 4th square and 4th square equals 7th square
Define return 1;
If 2nd square equals 5th square and 5th square equals 8th square
Define return 1;
If 3rd square equals 6th square and 6th square equals 9th square
Define return 1;
If 1st square equals 5th square and 5th square equals 9th square
Define return 1;
If 3rd square equals 5th square and 5th square equals 7th square
Define return 1;
If the 1st square is not equal to 1, the 2nd square is not equal to 2, the 3rd square is not equal to 3, the 4th square is not equal to 4, the 5th square is not equal to 5, the 6th square is not equal to 6, the 7th square is not equal to 7, the 8th square is not equal to 8, the 9th square is not equal to 9
Define return 0;
else

70. *Define return -1;*
71. Define the function for board you determined as void
72. *Print game of the name and print line spacing*
73. *Print 'Player 1 (X) – Player 2(O)' and print line spacing*
74. *Print ' | | ' and print line spacing*
75. *Print ' | | ' and enter values square 1, 2, 3 by code and print line spacing*
76. *Print '_____|_____|_____' and print line spacing*
77. *Print ' | | ' and print line spacing*
78. *Print ' | | ' and enter values square 4, 5, 6 and print line spacing*
79. *Print '_____|_____|_____' and print line spacing*
80. *Print ' | | ' and print line spacing*
81. *Print ' | | ' and enter values square 7, 8, 9 and print line spacing*
82. *Print ' | | ' and print line spacing*