VERSE 2

1. *#Play tic tac toe with an algorithm.*
2. *Include studio.h library.*
3. *Define size for the game.*
4. *Define a function to check game result as int and inside the function define the required variables*
5. *Define a function to draw game board as void and inside the function define the required variables*
6. *Define a function to turn to play the game as void and inside the function define the required variables*
7. *Define a function to swap players as void and inside the function define the required variables*
8. *Define int main() to run the game*
9. *Define an array for grids as char and define the elements of the array you determined as 0, 1, 2, 3, 4, 5, 6, 7, 8*
10. *Define current player as char and starting at 'O'*
11. *Define two variables. Define first counter to count moves and define another counter to end the while loop as int and sync both of counters to 0*
12. *Draw the function you determined to draw a game board and inside the function define the required variables*
13. *Open while loop and put the counter you determined to end while loop inside the loop*
14. *Define the function you determined to turn to play the game and inside the function define the required variables*
15. *Define the function you determined to draw game board and inside the function define the required variables*
16. *Equate the counter to end the while loop to the function to check game result you determined and inside the function define the required variables*
17. *Define the function you determined to swap players and inside the function define the required variables*
18. *Increase the counter to check the game result you determined*
19. *Define the function you determined to draw game board as void and inside the function define the required variables*
20. *Print line spacing*
21. *Print ' | | ' and print 0th, 1st and 2nd square in column spaces and assign current player by code and print line spacing*
22. *Print '---|---|---' and print line spacing*
23. *Print ' | | ' and print 3rd, 4th and 5th square in column spaces and assign current player by code and print line spacing*
24. *Print '---|---|---' and print line spacing*
25. *Print ' | | ' and print 7th, 8th and 9th square in column spaces by code and print line spacing*
26. *Print line spacing*
27. *Define the function you determined to turn to play the game as void and inside the function define the required variables*

28. *Define a 8 elements array for available squares as int*
29. *Define three variables for two counter and player's choice as a int and define first counter for squares and define second counter to show available squares and sync the second counter you determined to 0*
30. *Open for loop to mark the squares with current player*
31. *Use if-else structure to count available squares.*
32. *Print the current player by code and ask the current player for next move*
33. *Open for loop to show available squares to current player*
34. *Print available squares and keep current player's choice in memory*
35. *Use if else structure to take current player's mark*
36. *Define the function you determined to check game result as int and inside the function define the required variables*
37. *Define a counter and a return. The counter and the return you determined to check game result variables as int. And sync the return you determined to 0.*
38. *Open for loop to check game and the return you determined to check game result 1 in all possibilities inside this function*
39. *for*
40. *Use if-else structure for result possibilities*
41. *If 3 squares next to each other are the same*
42. *Print 'We have a winner!' and print the winner by code. And print line spacing.*
43. *If current player made a move on top of the other player's move and won*
44. *Print 'Game over, man!' and print who dominates and wins by code. And print line spacing.*
45. *Use if-else structure for other result possibilities*
46. *If 0th square equals 4th square and at the same time 4th square equals 8th square*
47. *Print the winner by code with the winner's diagonal move. And print line spacing.*
48. *If 2nd square equals 4th square and at the same time 4th square equals 6th square*
49. *Print 'That's it.' and print the winner by code. And print line spacing.*
50. *If there is no available square and there is no winner*
51. *Print 'Awww. There is no winner!' and print line spacing.*
52. *Define the return you determined to check game result in return*
53. *Define the function you determined to swap players as void and inside the function define the required variables*
54. *Use if-else structure to swap player*