

## Assignment 5

1. Understanding: Explain the weekly project in English, pseudocode, and drawings.
  - 1.1. Create two implementations of tictactoe. Both take input from the users who wish to play a game of tictactoe. The players will choose their position and the board will be updated to reflect this change.
    - 1.1.1. One version is to use a single-dimensional array
    - 1.1.2. the second version is to use a two-dimensional array
2. Design: describe or draw out how the program should behave
  - 2.1. the easiest way to define this game was to use a struct to define all of the game data. Unfortunately, structs != objects, otherwise, the game would be represented by a class and object. Everything else is already explained in the understanding section.
3. Testing: one of my testing schemes was to test all possible winning scenarios manually. I would have done this with a testing suite, but I generally don't use them and don't have the skills or the time to use one especially for programs which require user input.
  - 3.1. All tests pass.
4. Reflection: now that you are done with your program (even if the program is not complete!) you should discuss the process. You should mention things like:
  - 4.1. come one. Is this question necessary at this point?
  - 4.2. Yup.
  - 4.3. There are always problems with implementation. In the case of C, it is ALWAYS the freaking SEGFAULTS!!!!!!
  - 4.4. watch your arrays!!!!!!
  - 4.5. Always watch your back, or C WILL shoot you in the foot.