#include<stdio.h>

#include<graphics.h>

#include<conio.h>

int main()

{

int a,b,d=1, m=0,n=0,o=0,p=0,q=0,r=0,s=0,t=0,u=0,i;

int c[9]={9,8,7,6,5,4,3,2,9};

int gdriver=DETECT, gmode;

initgraph(&gdriver, &gmode, "C:\\TURBOC3\\BGI");

line(300,200,600,200);

line(300,300,600,300);

line(400,100,400,400);

line(500,100,500,400);

jump:

re:

printf("\nSelect box for x");

scanf("%d",&a);

switch (a)

{

case (1):

{

if (m==0)

{

line(310,110,390,190);

line(390,110,310,190);

m++;

c[1]=1;

}

else

{

printf("Please select empty option");

goto re;

}

}

break;

case (2):

{

if (n==0)

{

line(410,110,490,190);

line(490,110,410,190);

++n;

c[2]=1;

}

else

{

printf("Please select empty option");

goto re;

}

}

break;

case(3):

{

if (o==0)

{

line(510,110,590,190);

line(590,110,510,190);

++o;

c[3]=1;

}

else

{

printf("Please select empty option");

goto re;

}

}

break;

case(4):

{

if (p==0)

{

line(310,210,390,290);

line(390,210,310,290);

++p;

c[4]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

case(5):

{

if (q==0)

{

line(410,210,490,290);

line(490,210,410,290);

++q;

c[5]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

case(6):

{

if (r==0)

{

line(510,210,590,290);

line(590,210,510,290);

++r;

c[6]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

case(7):

{

if (s==0)

{

line(310,310,390,390);

line(390,310,310,390);

++s;

c[7]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

case(8):

{

if (t==0)

{

line(410,310,490,390);

line(490,310,410,390);

++t;

c[8]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

case(9):

{

if (u==0)

{

line(510,310,590,390);

line(590,310,510,390);

++u;

c[9]=1;

}

else

{

printf("Please select empty option");

goto re;}

}

break;

default:

{

printf("Wrong selection\n");

printf("Please select correct option");

goto re;

}

}

d++;

if (c[1]==c[2] && c[1]==c[3])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[4]==c[5] && c[4]==c[6])

{ if (c[4]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[7]==c[8] && c[7]==c[9])

{ if (c[7]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[1]==c[4] && c[1]==c[7])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[2]==c[5] && c[2]==c[8])

{ if (c[2]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[3]==c[6] && c[3]==c[9])

{ if (c[3]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[1]==c[5] && c[1]==c[9])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[3]==c[5] && c[3]==c[7])

{ if (c[3]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

if (d<6)

{

back:

printf("\nSelect box for O");

scanf("%d",&b);

switch(b)

{

case (1):

{

if (m==0)

{

circle(350,150,45);

++m;

c[1]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (2):

{

if (n==0)

{

circle(450,150,45);

++n;

c[2]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (3):

{

if (o==0)

{

circle(550,150,45);

++o;

c[3]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (4):

{

if (p==0)

{

circle(350,250,45);

++p;

c[4]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (5):

{

if (q==0)

{

circle(450,250,45);

++q;

c[5]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (6):

{

if (r==0)

{

circle(550,250,45);

++r;

c[6]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (7):

{

if (s==0)

{

circle(350,350,45);

++s;

c[7]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break

;

case (8):

{

if (t==0)

{

circle(450,350,45);

++t;

c[8]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

case (9):

{

if (u==0)

{

circle(550,350,45);

++u;

c[9]=0;

}

else

{

printf("Please select empty option");

goto back;

}

}

break;

default:

{

printf("Wrong selection\n");

printf("Please select correct option");

goto back;

}

}

if (c[1]==c[2] && c[1]==c[3])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[4]==c[5] && c[4]==c[6])

{ if (c[4]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[7]==c[8] && c[7]==c[9])

{ if (c[7]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[1]==c[4] && c[1]==c[7])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[2]==c[5] && c[2]==c[8])

{ if (c[2]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[3]==c[6] && c[3]==c[9])

{ if (c[3]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[1]==c[5] && c[1]==c[9])

{ if (c[1]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

else

if (c[3]==c[5] && c[3]==c[7])

{ if (c[3]==1)

printf("\n x is winner");

else

printf("\n o is winner");

goto done; }

goto jump;

}

printf("Draw");

done:

getch();

return 0;

}