

Variables:

```
initialize global player to "X"
initialize global gameOver to false
```

Procedure: PlayMove(button)

```
procedure PlayMove(button)
if get global gameOver = false
if button.Text = " "
set button to global player
if global player = "X"
set gbrain.TextColor to red
set global player to "O"
set LabelStatus.Text to "O Turn"
call CheckWinner
```

Button Click Events (Button1 to Button9)

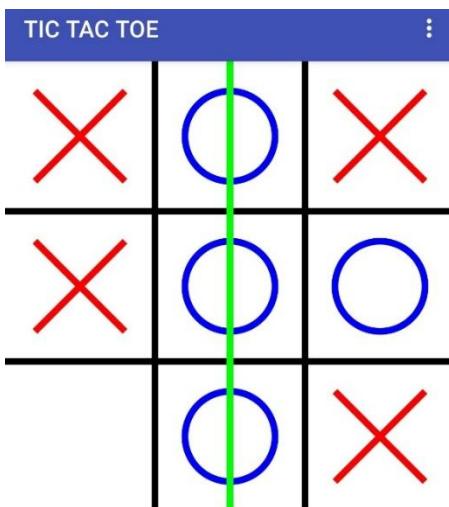
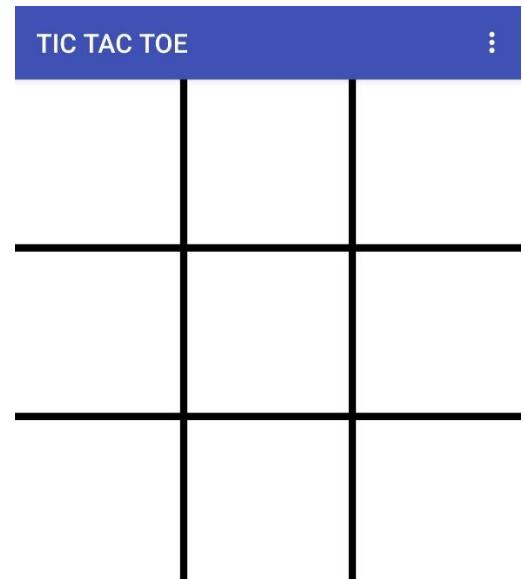
```
when Button1.Click
call call PlayMove [Button1]
when Button2.Click
call call PlayMove [Button2]
when Button3.Click
call call PlayMove [Button3]
when Button4.Click
call call PlayMove [Button4]
when Button5.Click
call call PlayMove [Button5]
when Button6.Click
call call PlayMove [Button6]
when Button7.Click
```

Procedure: CheckWinner

```
procedure CheckWinner
if set Canvas1.Clear
call Canvas1.DrawLine [1, 2]
x1 [Canvas1.Width / 2]
y1 [0]
x2 [Canvas1.Width / 2]
y2 [Canvas1.Width / 1 / 2]
```

Reset Button Block

```
when ResetButton.Click
set set global player to "X"
set global gameOver to false
set LabelStatus.Text to "X Turn"
set Button1.Text to " "
set Button2.Text to " "
set Button3.Text to " "
```



Project Description :

This project is a Tic Tac Toe mobile game developed using MIT App Inventor.

The interface displays a 3×3 grid where two players place X and O symbols alternately.

The app detects winning conditions and highlights the winning combination with a green line.

It demonstrates event handling, conditional logic, and basic game state management in a visual app builder.

Outcomes of Learning MIT App Inventor :

I learned to design interactive user interfaces using drag-and-drop components.

I gained hands-on experience with block-based programming and logical decision-making.

I understood how to manage variables, events, and control flow in mobile applications.

This project improved my confidence in developing simple Android apps without complex coding.