

COL216 ASSIGNMENT - 2

TIC-TAC-TOE

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We have implemented the game tic tac toe on mips assembly language.

We implemented the board as a 1-d array of integers where by default all have value '2' which denotes blank.

'0' denotes O and '1' denotes X.

We have taken inputs of the names of the players and stored them in registers .

The input is taken in the form of two integers with the first one depicting the row number(0/1/2) and the second one being the column number(0/1/2) . For numbers entered other than 0,1,2 ,we classify them as invalid inputs and prompt the user to input again .

The game ends when either all the places are filled(draw) or someone wins by aligning three same symbols in row/column/diagonal .

After a game ends , we have a prompt which allows the users to play again or end the program .