**IMPLEMENTATION**

* First include the header files.
* And, next define one global array name square it will be of size 10 so first fill the value so I have defined the array here name square.
* So here from 1 to 9 each number represent the position in the square this is the tic tac toe board so here in each position we have a number starting from 1 to 9 so these numbers represent this position in the tic tac toe board.
* Let me declare some functions that will be we use so checkwin is to check whether we have winner or not so another function will be drawboard that will be used to draw the board on our screen so I have declared the two functions here I will be defining functions after the main function.
* Define a variable player equals to I and choice so that this player variable is used to keep track of the player so we are going to have two players that is going to be either one or two. Initially value is one and this i in variable is used to keep the track of the progress of the game this value will be used to check whether the game is in progress or not.
* Choice variable is used to take the choice from the user so the choice refers to in which position and the player wants to place the mark so to place the mark let me define another character variable that is mark.
* We are going to use a ternary operator so the value of player will be player modulo two so we are checking here if the value of player divided by the two is equal to zero or not. So if the value is zero then it will return false and if the value is one then it will return true.
* We have to scan the value we are going to do this because we are using else statement to check what is the choice enter by the user so if choice is equals to 1 and the value in the first position in square is equals to that character 1 then we are going to place mark in this position else if choice is equals to 2 and in this square our position 2 is 2 then we are going to place the mark in that position so we are going to do this for all the positions from 3 to 9.
* If user enter the choice other than the value from 1 to 9 so we are going to print invalid option.
* Now, Iam going to decrease the value of player here we are going to check the winner checkwin this function returns the integer value if you remember that value we are going to store in i okay so this function will be returning one if there is a winner this will be returning minus one if stil your game is in progress and it will return zero if the game has been drawn.
* We are using terminal to place the mark.
* Print player percent d won and still we have to decrease the value.
* We will again draw the board so that will be done by using our function drawboard. I have declared above is the checkwin this will return the integer value
* After this we are going to use equal statement. We are going to use this position one is equal to position 2 is equal to the value of position three then we have the winner we are going to return one in this case.
* Similarly value in the position four is equal to the value of position 5 and the value in the position 5 equals to the value in the position six then we have the winner again value in the position 7 is equal to the value of position 8 and the value in the position 8 equals to the value in the position 9 then we have a winner now we have to check vertical combinations1 4 7, 2 5 8, and 3 6 9
* We also have diagonal positions 1 5 9 and 3 5 7 this combinations are true it will going to return one.
* To make it colorful we have to use the system concept color now we can play with a different colour If we use 1a we get blue colour so this number represents the colour of background.
* So in this way we can change colour of the console.