

Prerequisites:

- Basic knowledge of using computer and text editor
- Knowledge how to create a program
- Knowledge how to create a function
- Knowledge of different types
- Knowledge about conditional statements
- Knowledge about loops
- Knowledge how to work with files
- Knowledge how to create a pointer
- Create list

Aims:

In this laboratory student will learn how to:

- Use in practice issues already known from previous laboratories.

1 Exercises

1.1 Tic Tac Toe Game

1. Create a new collection of data stored in an 2D array. Size of this array is 3×3 . In each cell there could be X or O . Let's say O will be denoted as 0 and X as 1. Other values means that a particular cell is not filled.
2. Prepare a graphical representation of game's board of size 3×3 .
3. Prepare some menu for this game where it will be some interaction with the user.
4. Add some logic to your game which will be responsible for checking winning condition, placing and displaying users move, and so on.
5. Game should be between user and computer. Think a little bit about computer's moves.

1.2 Ship Game

1. Prepare a graphical representation of game's board of size 10×10 .
2. Prepare some menu for this game where it will be some interaction with the user.
3. Create a new 2D array for storing a current game status.
4. Add some logic to your game which will be responsible for checking winning condition, placing and displaying users move, and so on.
5. Game should be between user and computer. Think a little bit about computer's moves.