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Class - SE -AI&DS- C1
Roll No - 20
//Tic Tac Toe Game
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;
void printBoard()
{
       cout << board[0] << " | " << board[1] << " | " << board[2] << endl;
       cout << board[3] << " | " << board[4] << " | " << board[5] << endl;
       cout << board[6] << " | " << board[7] << " | " << board[8] << endl;
void takeTurn(string player)
       cout << player << "'s turn." << endl;
       cout << "Choose a position from 1-9: ";
       int position;
       cin >> position;
       position -= 1;
       while (position < 0 || position > 8 || board[position] != "-")
       cout << "Invalid input or position already taken. Choose a different position: ";
       cin >> position;
       position -= 1;
       board[position] = player;
       printBoard();
}
string checkGameOver()
{
       if ((board[0] == board[1] && board[1] == board[2] && board[0] != "-") ||
       (board[3] == board[4] && board[4] == board[5] && board[3] != "-") ||
       (board[6] == board[7] && board[7] == board[8] && board[6] != "-") ||
       (board[0] == board[3] && board[3] == board[6] && board[0] != "-") ||
       (board[1] == board[4] && board[4] == board[7] && board[1] != "-") ||
       (board[2] == board[5] && board[5] == board[8] && board[2] != "-") ||
```

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(board[0] == board[4] && board[4] == board[8] && board[0] != "-") ||
       (board[2] == board[4] && board[4] == board[6] && board[2] != "-"))
       return "win";
       else if (count(board.begin(), board.end(), "-") == 0)
       return "tie";
       }
       else
       {
       return "play";
int main()
       printBoard();
       string currentPlayer = "X";
       bool gameOver = false;
       while (!gameOver)
       takeTurn(currentPlayer);
       string gameResult = checkGameOver();
       if (gameResult == "win")
       cout << currentPlayer << " wins!" << endl;</pre>
       gameOver = true;
       else if (gameResult == "tie")
       cout << "It's a tie!" << endl;
       gameOver = true;
       }
       else
       currentPlayer = currentPlayer == "X" ? "O" : "X";
       return 0;
}
```

COMMAND:-

```
ubuntu@ubuntu-OptiPlex-3090:~$ g++ tic.cpp -o tic -lgraph ubuntu@ubuntu-OptiPlex-3090:~$ ./tic
```

OUTPUT:

X wins

```
ubuntu@ubuntu-OptiPlex-3090:~$ g++ tic.cpp -o tic -lgraph
ubuntu@ubuntu-OptiPlex-3090:~$ ./tic
X's turn.
Choose a position from 1-9: 1
X | - | -
- | - | -
- | - | -
O's turn.
Choose a position from 1-9: 2
X | 0 | -
- | - | -
- | - | -
X's turn.
Choose a position from 1-9: 5
X | O | -
- | X | -
. j - j -
O's turn.
Choose a position from 1-9: 8
X | 0 | -
- | X | -
- | 0 | -
X's turn.
Choose a position from 1-9: 9
X | O | -
- | X | -
 · | 0 | X
X wins!
```

```
ubuntu@ubuntu-OptiPlex-3090:~$ g++ tic.cpp -o tic -lgraph
ubuntu@ubuntu-OptiPlex-3090:~$ ./tic
X's turn.
Choose a position from 1-9: 1
X | - | -
0's turn.
Choose a position from 1-9: 2
X | 0 | -
X's turn.
Choose a position from 1-9: 3
X | O | X
O's turn.
Choose a position from 1-9: 5
X | 0 | X
- | 0 | -
X's turn.
Choose a position from 1-9: 9
X | 0 | X
- | 0 | -
- | - | X
O's turn.
Choose a position from 1-9: 8
X | 0 | X
- | 0 | -
- j o j x
O wins!
```

```
oem@oem-OptiPlex-3000:-$ ./tic
X's turn.
Choose a position from 1-9: 1
X | - | -
- | - | -
O's turn.
Choose a position from 1-9: 9
X | - | -
- | - | -
- | - | 0
X's turn.
Choose a position from 1-9: 7
X | - | -
- | - | -
X | - | 0
0's turn.
Choose a position from 1-9: 4
X | - | -
0 | - | -
X | - | 0
X's turn.
Choose a position from 1-9: 3
X | - | X
0 | - | -
X | - | 0
O's turn.
Choose a position from 1-9: 5
X | - | X
0 | 0 | -
x i - i o
X's turn.
Choose a position from 1-9: 6
X | - | X
0 | 0 | X
X | - | 0
0's turn.
Choose a position from 1-9: 2
X | 0 | X
0 | 0 | X
X | - | 0
X's turn.
Choose a position from 1-9: 8
X | 0 | X
0 | 0 | X
X | X | 0
It's a tie!
```