**Step 1**

* Write a method named identifyPlayer that takes an integer i. The method checks whether i is even or odd. If i is even, ‘X’ is assigned to the char. Otherwise, if i is odd, ‘O’ is assigned to the char.
* The method should return the char at the end.
* Sample Output is below.

|  |  |
| --- | --- |
| Sample Method Usage | Output |
| identifyPlayer(2) | X |
| identifyPlayer(5) | O |

**Step 2**

* Write a method named playerSquare that takes character and does not return anything. If the character is ‘X’, then it asks to print out which square for X. Otherwise, it asks to print which square for ‘O’.
* Sample Output is below.

|  |  |
| --- | --- |
| Sample Method Usage | Output |
| playerSquare(‘X’) | X- Which square? [1-9] |
| PlayerSquare (‘O’) | O- Which square? [1-9] |

**Step 3**

* Write a method named getRowCol that takes an integer n and it doesn’t return anything. Get the remainder by dividing the integer n by 3. If the remainder is 0, then the column is 2 and the row is n divided by 3 and subtracted by 1. If the remainder is 2, then the column is 1 and the row is n divided by 3. Otherwise the column is 0 and the row is n divided by 3. Finally, the method prints out the row and the column with the assigned ones.
* There are sample outputs below.

|  |  |
| --- | --- |
| Sample Method Usage | Output |
| getRowCol(3) | Row: 0 Column: 2 |
| getRowCol(7) | Row: 2 Column: 0 |