B10 – Unit 1 - Tic – Tac – Toe, Version 1

* Do not start this assignment until you have finished all bonuses and all programs.

Step 1. Make the board.

It looks like this:

```
      1     2     3
1       |     |
    _ _ _ _ _
2       |     |
    _ _ _ _ _
3       |     |
```

It prints out over 5 lines, with this spacing.

		1		2		3
1			|		|	
		-	-	-	-	-
2			|		|	
		-	-	-	-	-
3			|		|	

Step 2: Make the variables to store the sections of the board.

You need 9 variables, one for each space.

```
char a = 'a';
```

Put the variables into the board when you print it.

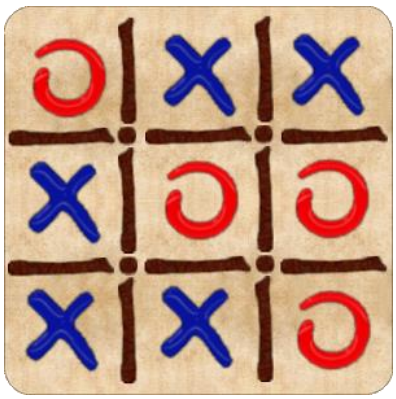
It looks like this:

```
      1     2     3
1     a  |  b  |  c
      _ _ _ _ _
2     d  |  e  |  f
      _ _ _ _ _
3     g  |  h  |  i
```

It prints out over 5 lines, with this spacing.

		1		2		3
1		a	|	b	|	c
		-	-	-	-	-
2		d	|	e	|	f
		-	-	-	-	-
3		g	|	h	|	i

Step 3: Make one player go first.



Clear out all 6 variables. Change them to have a space.

```
char a = ' ';
```

Print the blank board.
Ask the user for the x value and then for the y value they want.
Add an x to that spot in the board.
Print out the new board.

Step 4: Make the other player go next.

Repeat the process until a player can go in all the locations.

Step 5: Check and see who won.

You will have a series of ifs to check each of the rows and columns.

```
if (a == b && b == c)
     then the person in a won.
```

Step 6: Ms Gorski can help you optimize it.