

Welcome!

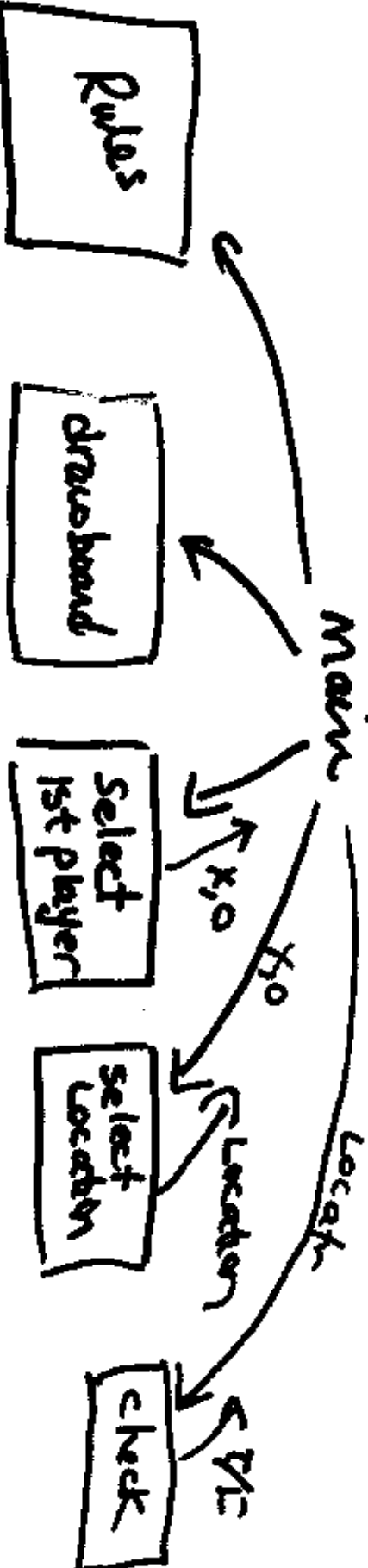
** Watch D2L for Announcements!

** Time to Practice.

** Due Dates

** *
* *
* *
* *





CS161 Lectures 14,15

Main

Assume 3 rows setup
values 1 → 9

1	2	3
4	5	6
7	8	9

X, O

Rules

Drawboard

← Set the board
as empty

Select First
player

X, O value

Select Location

Location 1-9

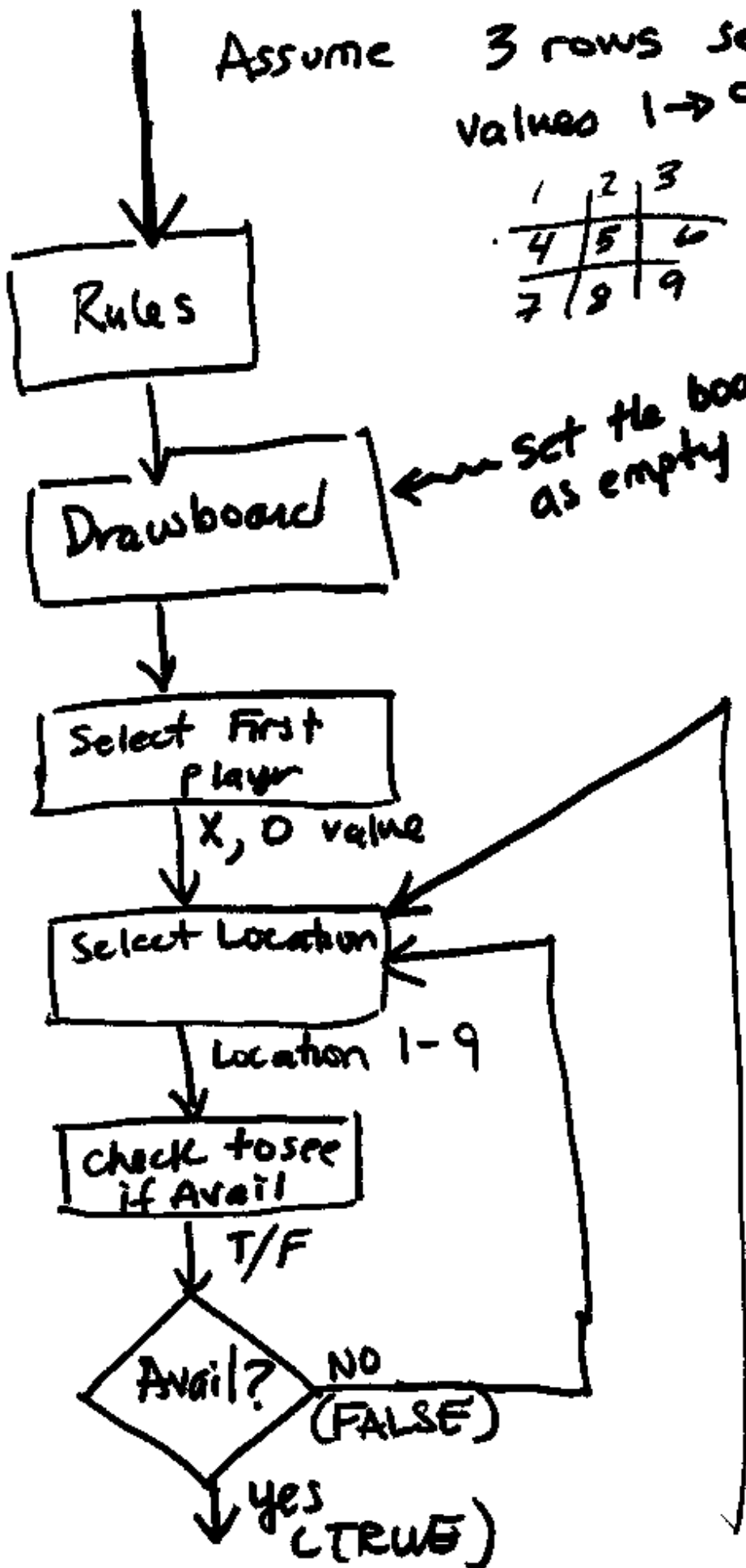
check to see
if Avail

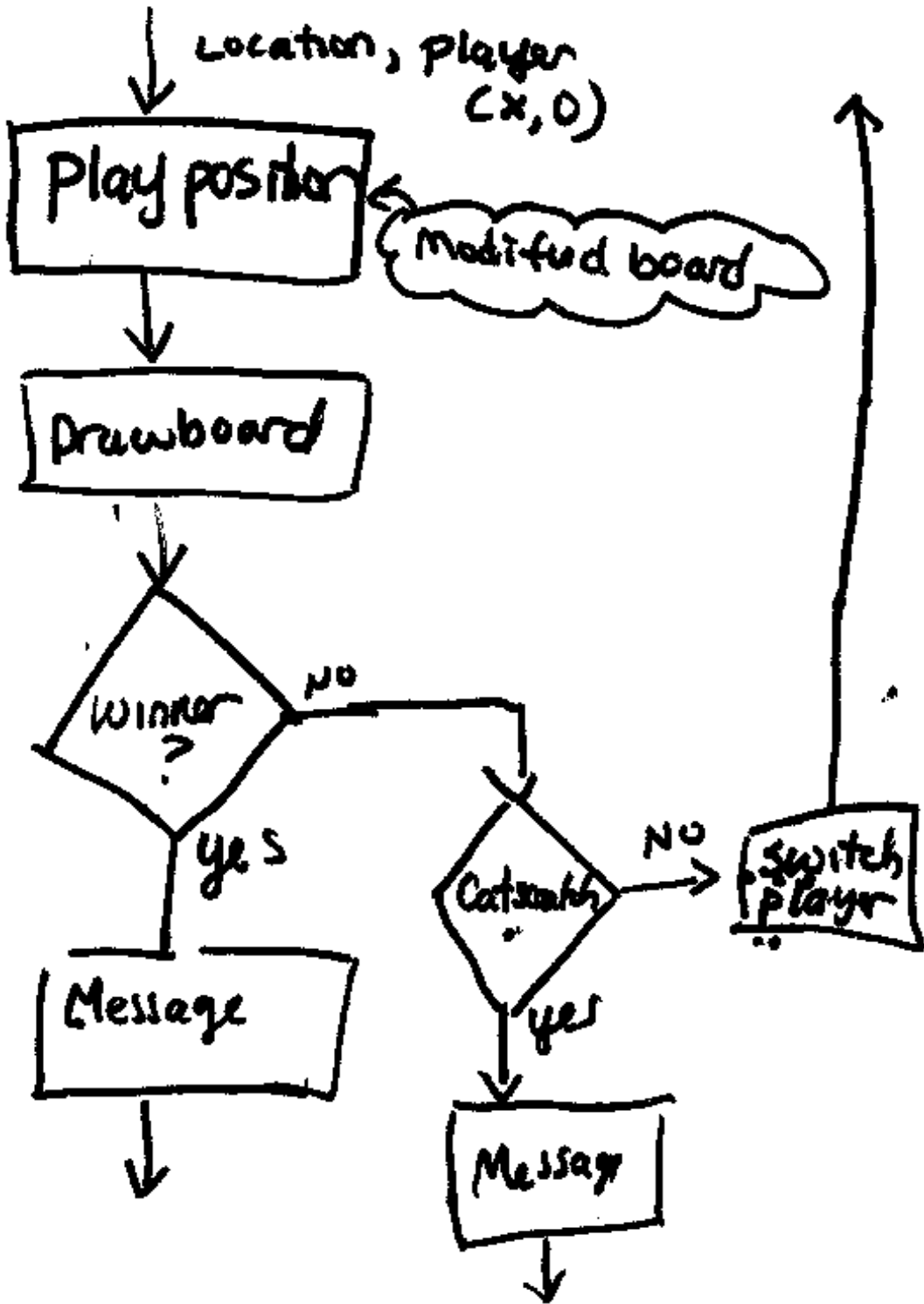
T/F

Avail?

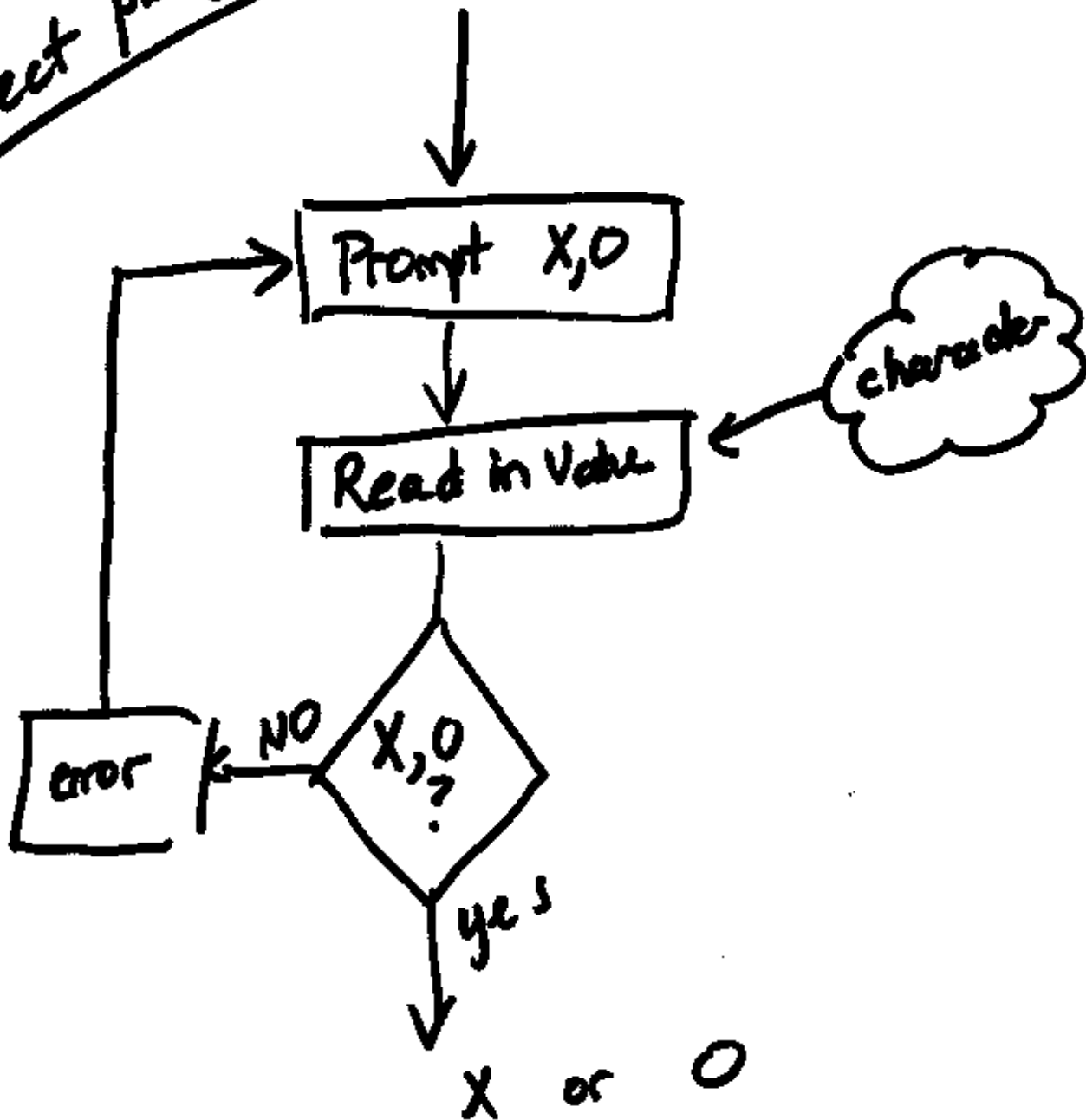
NO
(FALSE)

yes
(TRUE)

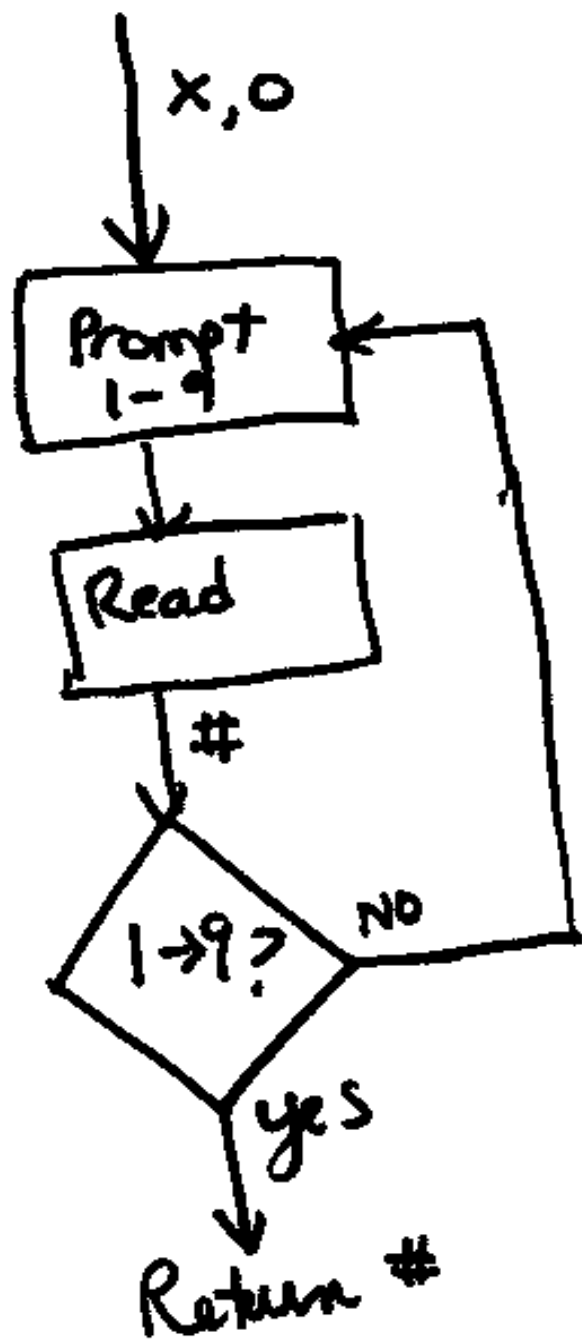




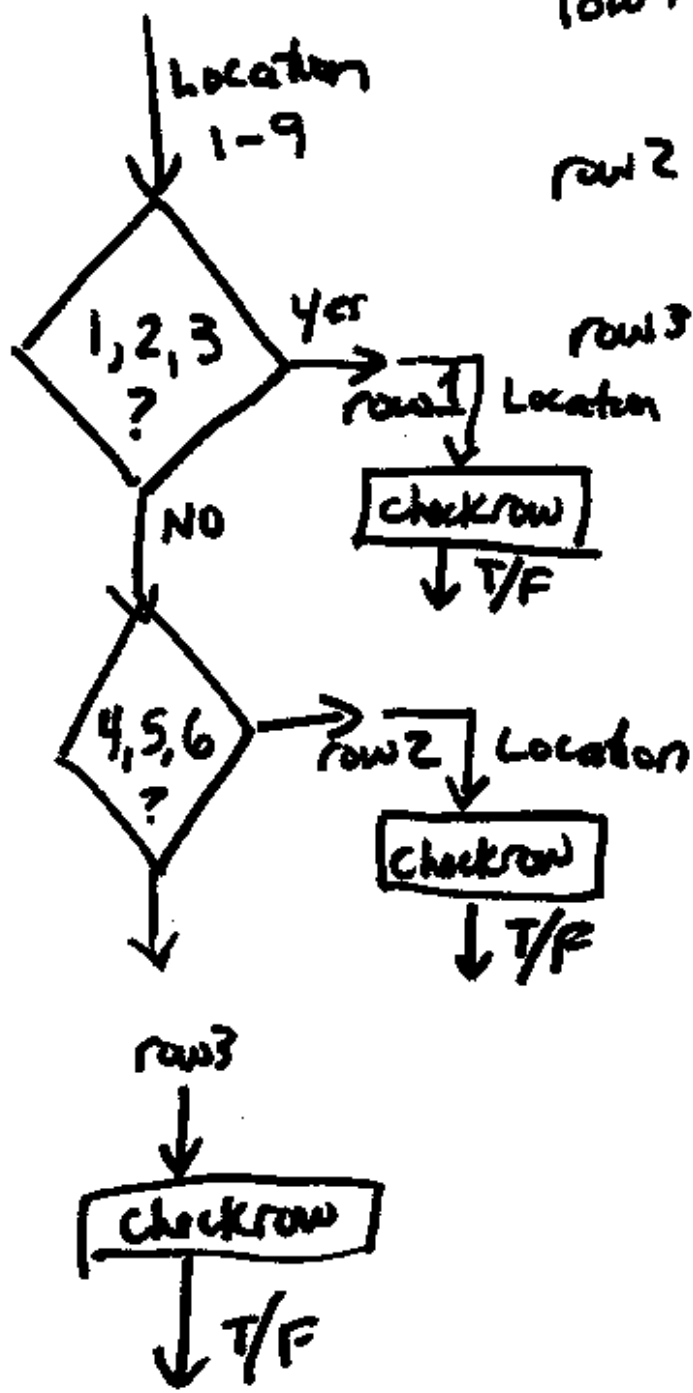
"First"
Select player



Select Location

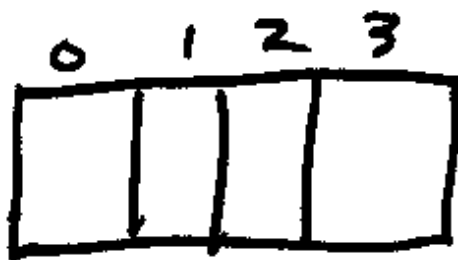


Check Location

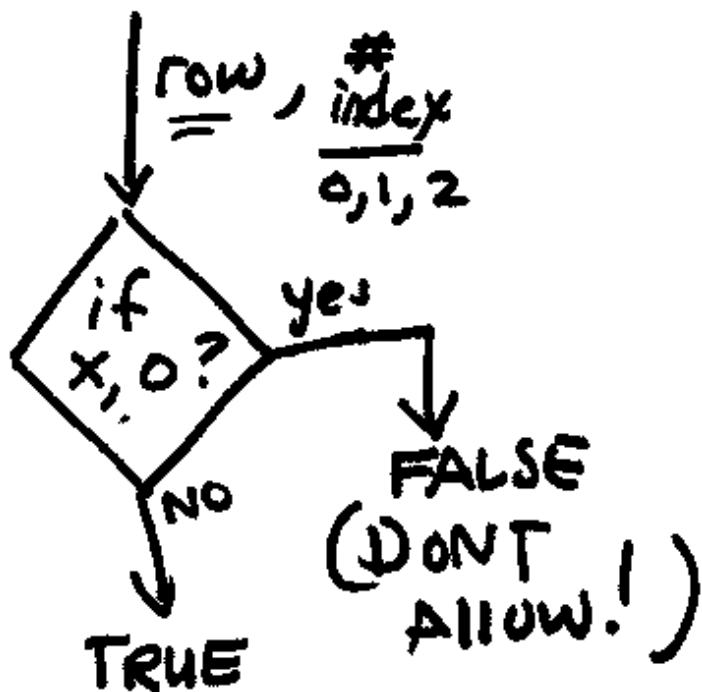


0	1	2	3
0	2	3	4
4	5	X	6
0	1	2	3
0	1	9	6

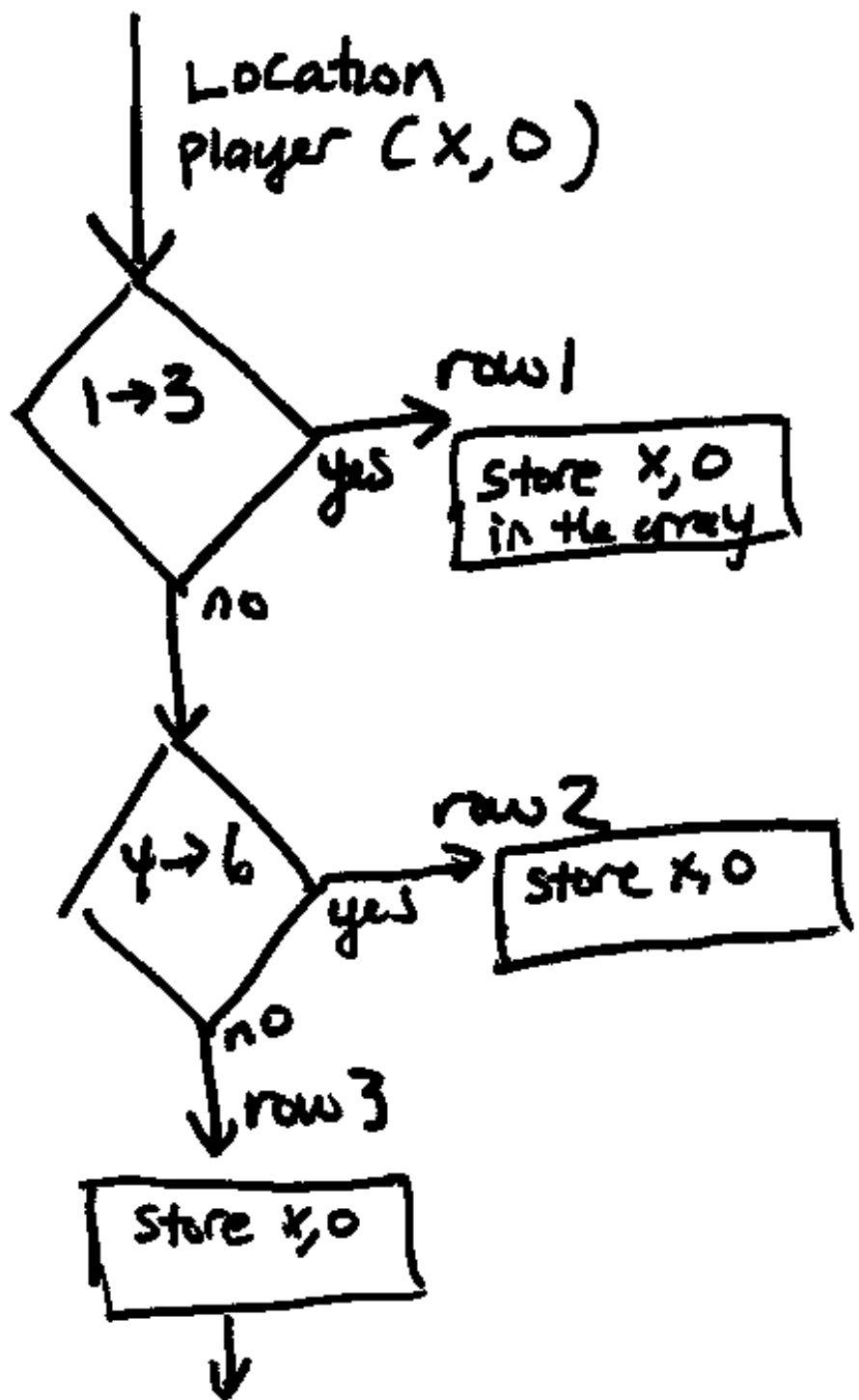
check row



A
row

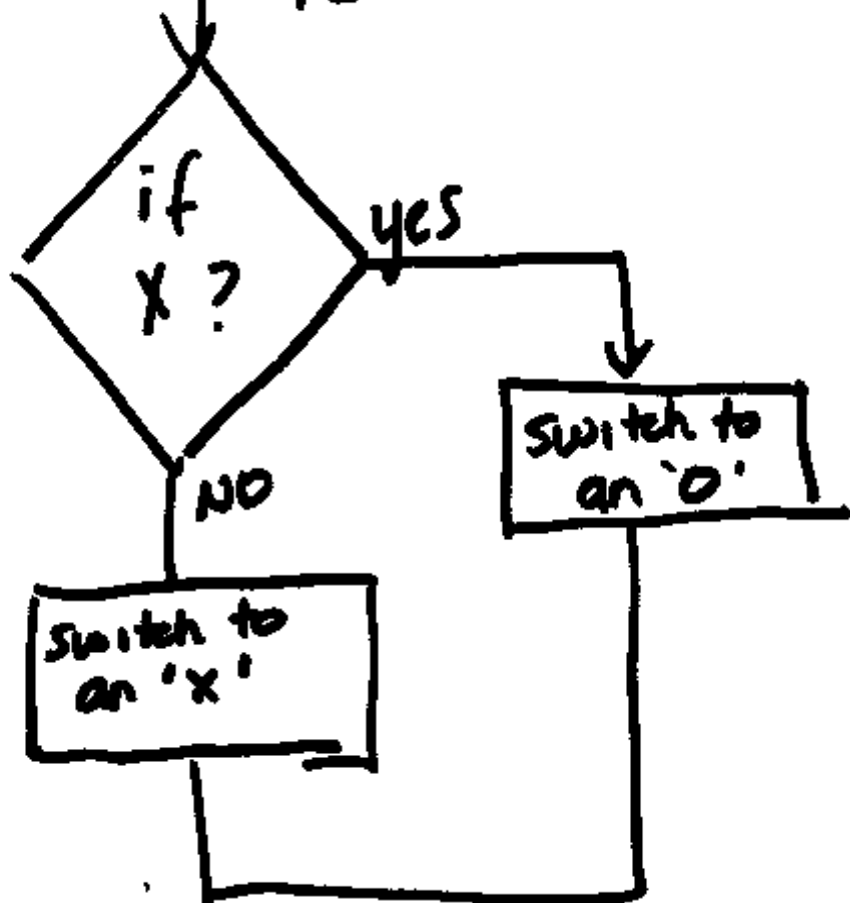


Play position



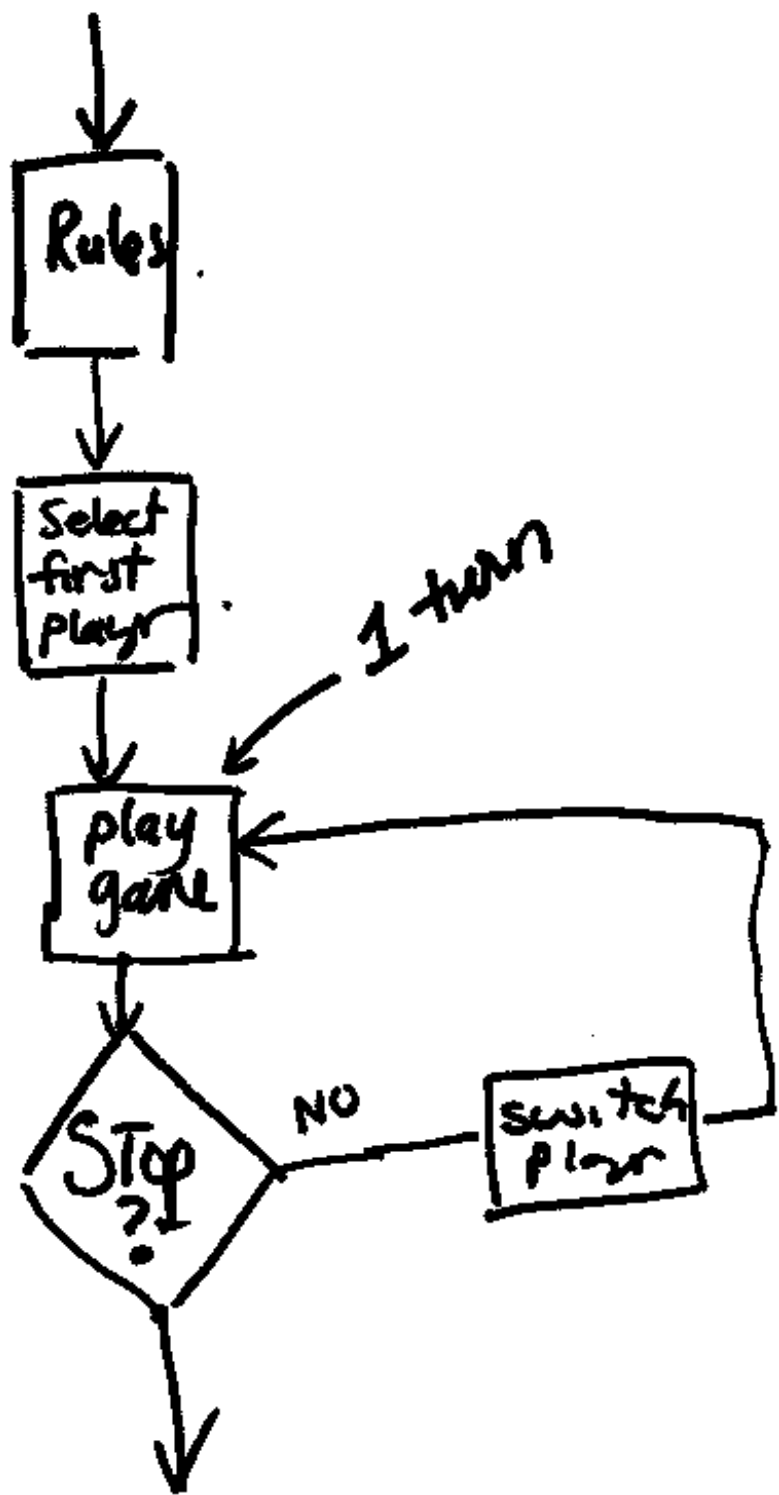
Switch
player

x, o representing
the current player

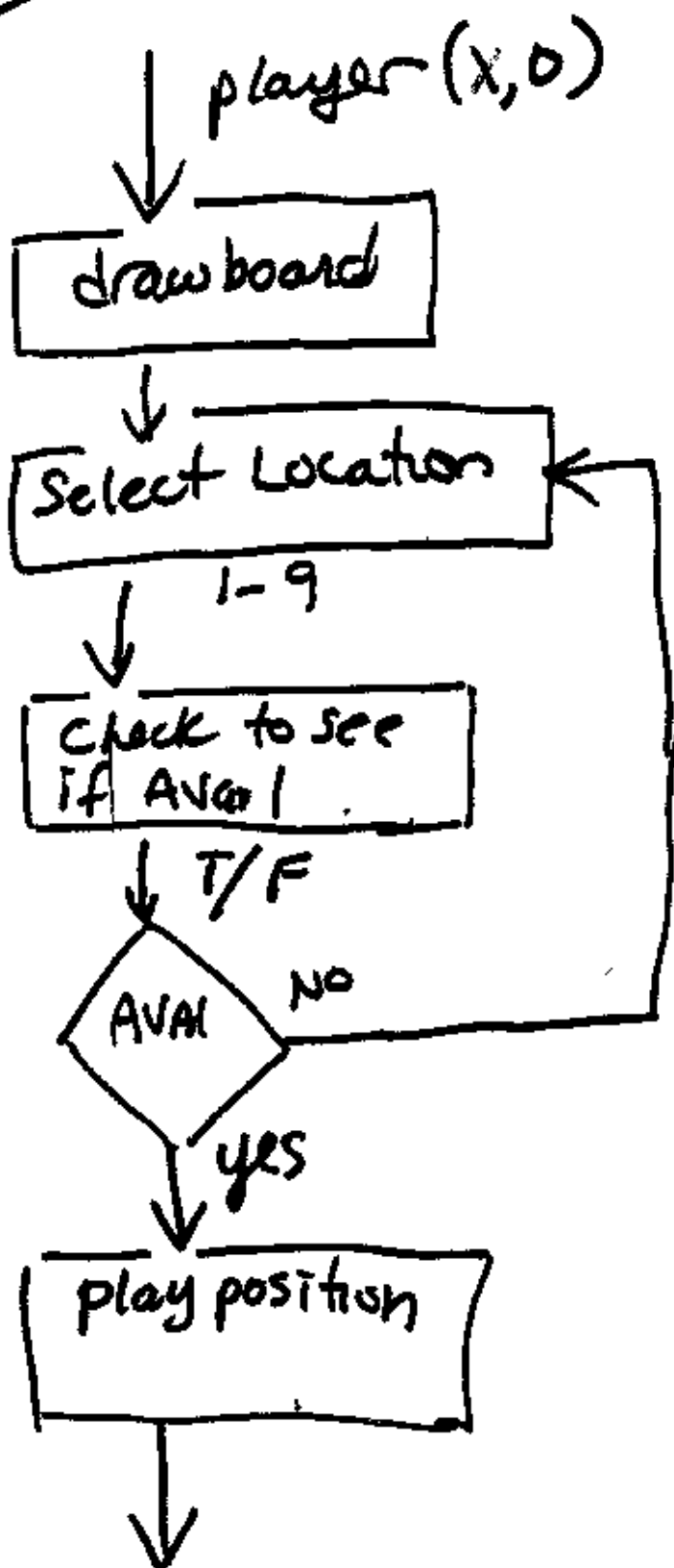


x, o current player

Alternate Main



"One Turn" Play game



TEST
MAIN

```
#include <iostream>  
using namespace std;
```

```
char firstplayer();  
int selectloc(char player);
```

```
int main()
```

```
{  
    char player; int location;
```

```
    player = firstplayer();
```

```
    cout << "We got " << player;
```

```
    return 0;  
    location = selectloc(player);  
    cout << location;
```

```
}
```

```
#include <iostream>
```

```
using namespace std;
```

```
char firstplayer();
```

```
int selectloc(char player);
```

```
bool checkrow(char row[], int index);
```

```
bool checkloc(int pos);
```

← (Add Rows)

```
int main ()
```

```
{ char player;
```

```
int loc;
```

```
player = firstplayer(); //call
```

```
loc = selectloc(player);
```

```
if (checkloc(loc))
```

```
cout << "Great!!";
```

```
else cout << "Too bad";
```

```
return 0;
```

```
}
```

Prototypes

Test
Main

```
void play-game (Char player);
```

```
int main ( )
```

```
{  
  Char player;
```

```
  welcome ();
```

```
  player = firstplayer ();
```

```
  do
```

```
  {
```

```
    play-game (player);
```

```
    if ( !winner ) && !catscratch ();
```

```
      switchplayer (player);
```

```
  } while ( !winner ) && !catscratch ();
```

```
  }
```

```
  }
```