



## Tic-Tac-Toe

Design and Implement a Tic-Tac-Toe game where you can play against another person or the computer.

There are two cases of play: one is when two people play, and another – is when a person plays against the computer.

Starting the design: - it looks good to have

a **TicTacToe** class (which will be taking care of one game)

an **Input** class (or classes – one for Computer and one for a person) which will take care of the input

an **Output** class (which will take care of the displaying one turn of the game).

Maybe some other classes appear as “good to have” as soon as you start thinking of what should be in each of the above class.

Tic-Tac-Toe game is given as Project 3.18 on page 123 and as Project 7.18 on page 270

You can read more about it in the book – pages 406-407 (section 12.3.1)