COMP 141

Tic-Tac-Toe with Graphics
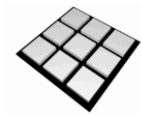
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Announcements

Program 8 has been assigned
- Details on course website
- Due on Tuesday, December 5th by 11:55pm

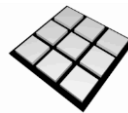*Rhodes College*

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Tic-Tac-Toe

- Two player game, *X* and *O*

- Take turns marking the spaces in a 3×3 grid.

- The player who succeeds in placing three respective marks in a horizontal, vertical, or diagonal row wins the game

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Adding Graphics to Tic-Tac-Toe

More fun to be able to just click on the location of where you want to make your move, rather than type in row and column.

What modifications to our existing Tic-Tac-Toe game do we need to make to be able to allow users to just click on the board to make their move?

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Extending Our Board

- If we wanted to create an 6 x 6 this time, what would we need to do differently?
- What functions do we need still?

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Practice

- Create an 8 x 8 board (using graphics).
- Write code to correctly determine in which row and column a user clicks the mouse.
- Once a board location has been chosen, mark it somehow so that the user won't be allowed to click in it again.
- You may mark previously selected locations with any shape you'd like.
- Write a function to determine if there are still moves left, and if so, you should continue to let the user click on the board.

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