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#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#define ROW 3
#define COL 3

int marked[ROW][COL]={0}, slot[ROW][COL] = {0};

int getMarked(void);void display(void);
int getMarked(void);void showIcon(int);
int oneLine(void);

int x , y , z = 0;

int main(void)
{
    int colNo, rowNo,colNo2, rowNo2;

    printf("輸入座標 如: (0,0)(0,1)(0,2)(1,0)(1,1)(1,2)(2,0)(2,1)(2,2)");
    printf("\n\n");

    for(z = 0 ; z <=8 ; z++)
    {
        for(x = 0 ; x == y ; x++)
        {
            printf("玩家1 : ");

            scanf("%d,%d", &rowNo, &colNo);
            printf("\n\n");

            if
            ((colNo>=0&&colNo<=2)&&(rowNo>=0&&rowNo<=2)&&(marked[ rowNo][ colNo]!=1))
            {
                marked[ rowNo][ colNo] = 1;

                slot[ rowNo][ colNo] = 1;

                display();

                if (oneLine())
                {
                    printf(" -----玩家1 勝利-----\n");
                    system("pause");
                    return 0;
                }
                if (getMarked()==9)
                    break;
            }
        }
    }

    for(y = 0 ; y < x ; y++)
    {

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printf("玩家2 : ");
scanf("%d,%d", &rowNo2, &colNo2);
if
((colNo2>=0&&colNo2<=2)&&(rowNo2>=0&&rowNo2<=2)&&(marked[rowNo][colNo]!=-1))
{
    marked[rowNo2][colNo2] = 1;
    slot[rowNo2][colNo2] = -1;
    display();
    if (oneLine())
    {
        printf(" -----玩家2勝利-----\n");
        system("pause");
        return 0;
    }
    if (getMarked()==9)
    break;
}
}
}
system("pause");
return 0;
}
int getMarked(void)
{
    int i, j, total=0;
    for (i=0;i<3;i++)
        for (j=0;j<3;j++)
            total += marked[i][j];
    return total;
}
void display(void)
{
    int i, j;
    for (i=0;i<ROW;i++)
    {
        for (j=0;j<COL;j++)
        {
            showIcon(slot[i][j]);
            if (j<2)
                printf(" | ");
        }
    }
}
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        else
            printf("\n");
    }

    if (i<2)
        printf("—|—|—\n");
    else
        printf("\n");
}

void showIcon(int z)
{
    if (z==1)
        printf("O");
    else if (z==-1)
        printf("X");
    else if (z==0)
        printf(" ");
}

int oneLine(void)
{
    int i, j, total;
    for (i=0;i<3;i++)
    {
        total = 0;

        for (j=0;j<3;j++)
            total += slot[i][j];
        if (total==3 || total==-3)
            return 1;
        total = 0;

        for (j=0;j<3;j++)
            total += slot[j][i];
        if (total==3 || total==-3)
            return 1;
    }

    total = slot[0][0]+slot[1][1]+slot[2][2];

    if (total==3 || total==-3)
        return 1;

    total = slot[0][2]+slot[1][1]+slot[2][0];

    if (total==3 || total==-3)
        return 1;
    return 0;
}

```