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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 = 0;
int y = 0;
int a = 0;

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

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

    for(a = 0 ; a <=8 ; a++)
    {
        for(x = 0 ; x == y ; x++)
        {
            printf("Input play 1: ——> ");

            scanf("%d,%d", &rowNo, &colNo);

            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("—————play 1 win—————\n");
                    system("pause");
                    return 0;
                }
                if (getMarked()==9)
                    break;
            }
        }
    }
}

```