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#include<stdio.h>
#include<stdlib.h>
#include<windows.h>

int main(void){
start:
char game[3][3]={
{'1','2','3'},
{'4','5','6'},
{'7','8','9'}
};
int choice=0;
int row=0;
int column=0;
int player=0;
int re;

printf("\n");
printf("  %c |  %c |  %c  \n",game[0][0],game[0][1],game[0][2]);
printf(" ----+-----+-----\n");
printf("  %c |  %c |  %c  \n",game[1][0],game[1][1],game[1][2]);
printf(" ----+-----+-----\n");
printf("  %c |  %c |  %c  \n",game[2][0],game[2][1],game[2][2]);

for(int i=1;i<=9;++i){

rechoice;;
if(i%2!=0){
player=1;
printf("\n 玩家 1 請選擇:");

}else{
player=2;
printf("\n 玩家 2 請選擇:");
}

scanf("%d",&choice);

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if(choice>=1 && choice<=9){

if(choice<=3){
row=0;
}else if(choice >=4 && choice <=6){
row = 1;
}else{
row = 2;
}

if(choice==1 || choice==4 || choice == 7){
column=0;
}else if(choice==2 || choice==5 || choice==8){
column=1;
}else{
column=2;
}
}else{
fflush(stdin);
printf("輸入錯誤，請重新輸入!\n\n");
Sleep(2000);
goto rechoice;
}
```

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if(player==1){
if(game[row][column]!='O' && game[row][column]!='X'){
game[row][column]='O';
}else{
printf("您不能選擇這裡!\n\n");
goto rechoice;
}
}else{
if(game[row][column]!='O' && game[row][column]!='X'){
game[row][column]='X';
}else{
printf("您不能選擇這裡!\n");
goto rechoice;
}
```

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}  
}
```

```
printf("\n\n");  
printf("\n");  
printf("  %c |  %c |  %c  \n",game[0][0],game[0][1],game[0][2]);  
printf(" ----+-----+-----\n");  
printf("  %c |  %c |  %c  \n",game[1][0],game[1][1],game[1][2]);  
printf(" ----+-----+-----\n");  
printf("  %c |  %c |  %c  \n",game[2][0],game[2][1],game[2][2]);
```

```
if(game[0][0]==game[1][1] && game[0][0]==game[2][2] || game[0][2]==game[1][1]  
&& game[0][2]==game[2][0]){  
printf("\n 玩家 %d 勝利!\n\n",player);  
printf("[1] 重新開始?\t[0] 退出!\n");  
int re;  
scanf("%d",&re);  
if(re==1){  
system("cls");  
goto start;  
}else{  
goto exit;  
}  
}
```

```
for(int j=0;j<=2;++j){  
if(game[j][0]==game[j][1] && game[j][0]==game[j][2] || game[0][j]==game[1][j] &&  
game[0][j]== game[2][j]){  
printf("玩家 %d 勝利!\n\n",player);  
printf("[1] 重新開始?\t[0] 退出!\n");  
scanf("%d",&re);  
if(re==1){  
system("cls");  
goto start;  
}else{  
goto exit;  
}  
}
```

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}  
}
```

```
printf("\n\n 平局!!\n\n");  
printf("[1] 重新開始?\t[0] 退出!\n");  
scanf("%d",&re);  
if(re==1){  
system("cls");  
goto start;  
}else{  
goto exit;  
}
```

```
exit;;
```

```
return 0;  
}
```