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TITLE

On-Line TIC TAC TOE

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DATE

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SOURCE LANGUAGE

Author: R. Rothman

Title: Online Tic Tac Toe Program

Loading Procedure: Load the binary loader by means of the RIM Loader. Read in the tape, put 0200 in the switch register, push load address, and then **start**.

Use of program: Yes and no answers are answered by a "N" or "Y". Moves are specified by a one digit number, 1-9. The board locations are as follows:

1	2	3
4	5	6
7	8	9

When the program prints the board, X's are the players' move, O's the computers move, and periods (.) unoccupied spaces.

When inputing a move, only the last inputed character is considered the move. Input is terminated by typing a period (.).

For example, if a player wanted to move to space 4, he would type 4. If he mistakenly typed a 3 instead of a 4, he would type 34. The number 4 would be considered his move.

Program Operation: The program first checks the inputed move for validity. If the move is invalid, the board is reprinted and the move inputed again. Next the program checks to see if the players move is occupied. If so, a message is typed and input restarted. At this point the programs records the player's move. Then it checks if it has two X's in a row. If so, it moves and prints: I win. If there was no move, it blocks the player if possible. If no block was made, it moves according to a strategy which was assigned according to the players first move.