Introduction

The objective of this project is to get familiarized with the C# language and the programming environment of .Net Visual Studio, i.e., it is a warm up project to prepare for the subsequent projects. Tick-Tack-Toe is a simple game but it still requires basic Windows interfaces, arrays, loops, if-then-else, etc. which will provide an opportunity for learning the basic language.

Given Problem

Write a Tick-Tack-Toe (TTT) game that you can play against the computer.

Program Requirements

1. You must use a graphical user interface (GUI) that operates using mouse clicks. An example screen design is shown below and it uses button controls.

![GUI Design](image)

2. The user starts the move first, and then computer replies against the user’s move based on an algorithm.
3. If the player presses the same button more than once, it should be ignored.
4. The game should be monitored by the program and win or draw should be declared as soon as it is determined.
5. You should accommodate a button that allows start of a new game by clearing the board.
6. Instructor check-off is required.

Report
Include a short intro and the algorithm you implemented. And then attach your code.