

THE JAVA PROGRAMMING LANGUAGE

TIC TAC TOE

University of Wrocław
Institute of Computer Science

Paweł Rzechonek

Exercise

Write an applet that will play a *Tic Tac Toe* game. Your applet should be written in the *Swing* technology (the main class should inherit from **JApplet**).

Programme the Tic Tac Toe as a game, where the user have to play with the computer — invent a simple strategy for the computer. The game should be controlled with the mouse.

Remark

You can use the **appletviewer** to test your applet. However, in the final phase, place your applet in the **.html** document and run the applet in a browser.

Hint

You can see and play a Tic Tac Toe game on the websites:

<http://www.proprofs.com/games/tic-tac-toe/>

<http://www.kidsmathgamesonline.com/logic/tictactoe.html>