

```

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Tic_tac_toe_game
}

    public partial class Form1 : Form
}

    public Form1()
}

        InitializeComponent();
{

    public int player=2;//even= X turn; odd= O turn

    public int turns = 0;//counting turns;

    public int s1 = 0;

    public int s2 = 0; //counting wins for both players and draws

    public int sd = 0;

    private void Form1_Load(object sender, EventArgs e(
}

        XWin.Text = "X: " + s1;

        OWin.Text = "O: " + s2;

```

```

        Draws.Text = "Draws: " + sd;

    {
        void NewGame()
    }

        player = 2;

        turns = 0;

        A00.Text = A01.Text = A02.Text = A10.Text = A11.Text = A12.Text = A20.Text =
A21.Text = A22.Text"" = ;

        XWin.Text = "X: " + s1;

        OWin.Text = "O: " + s2;

        Draws.Text = "Draws: " + sd;

    {

        private void label1_Click(object sender, EventArgs e(

    }

    {

        private void buttonclick(object sender, EventArgs e(

    }

        Button button = (Button)sender;

        if (button.Text("") ==

    }

        if (player % 2 == 0(

    }

        button.Text = "X";

        player++;

        turns++;

```

```
{
    else
}

    button.Text = "O";
    player++;
    turns++;

{
    if (CheckDraw()==true(
}

        MessageBox.Show("Tie Game!");
        sd++;
        NewGame();

{
    if (CheckWinner() == true(
}

        if (button.Text == "X("
}

            MessageBox.Show("X Won!");
            s1++;
            NewGame();

{
    else
}

        MessageBox.Show("O Won!");
        s2++;
        NewGame();
```

```
{  
  
    {  
    {  
  
    {  
  
        private void OWin_Click(object sender, EventArgs e(  
    }  
  
    {  
  
        private void EButton_Click(object sender, EventArgs e(  
    }  
        this.Close();  
    {  
  
        private void NGButton_Click(object sender, EventArgs e(  
    }  
        NewGame();  
    {  
        bool CheckDraw()  
    }  
  
        if ((turns == 9)&& CheckWinner()==false(  
            return true;  
        else  
            return false;
```

```

{
    bool CheckWinner()
}

//    horizontal checks

if((A00.Text==A01.Text)&&(A01.Text==A02.Text)&&A00.Text( "" !=!
    return true;

else if ((A10.Text == A11.Text) && (A11.Text == A12.Text) && A10.Text( "" !=!
    return true;

else if ((A20.Text == A21.Text) && (A21.Text == A22.Text) && A20.Text( "" !=!
    return true;

//    vetical checks

if ((A00.Text == A10.Text) && (A10.Text == A20.Text) && A00.Text( "" !=!
    return true;

else if ((A01.Text == A11.Text) && (A11.Text == A21.Text) && A01.Text( "" !=!
    return true;

else if ((A02.Text == A12.Text) && (A12.Text == A22.Text) && A02.Text( "" !=!
    return true;

//    diagonal checks

if ((A00.Text == A11.Text) && (A11.Text == A22.Text) && A00.Text( "" !=!
    return true;

else if ((A02.Text == A11.Text) && (A11.Text == A20.Text) && A02.Text( "" !=!
    return true;

else
    return false;

```

```
private void button2_Click(object sender, EventArgs e)
```

```
{
```

```
    s1 = s2 = sd = 0;
```

```
    NewGame();
```

```
}
```

```
}
```

```
}
```