Tic-Tac-Toe Challenge

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Tic-Tac-Toe Challenge

Getting Started:
You should be using the world tic-tac-toe-solving.a2w. When you run the program, a random complete Tic-Tac-Toe board will be filled out, and the boy will say "X wins the board". We want to complete the world function determineWinner to make the boy give the correct winner every time a new board is generated.
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Objective:
Complete the function determineWinner to check if X, O, or neither won the game.

Return the string "X" if X won
Return the string "O" if O won
Return the string "Neither X nor O" if neither won
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Hints, Tips, and Useful Information:

- The board is represented by the array `currentBoard`, which is organized like:

  ```
  [0,1,2,
   3,4,5,
   6,7,8]
  ```

  where the numbers are indeces in the array.
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Hints, Tips, and Useful Information:

- Check all vertical lines, all horizontal lines, and both diagonals.
- The use of Loops could help you solve this efficiently.
- A good way to check if neither won is to return "Neither X nor O" at the bottom of your function, which will only get called if you never found an X or O win earlier.
- Press Space while playing to get another board and perform another win check.