Programming Assignment 2
Due Mar 12, 5:00 PM (Not a class day)

Design a two-player tic-tac-toe game. The default size of the board is the traditional 3x3, but it must be possible to change the size of the board. Minimum size is 3x3, maximum size is 20x20. It must be possible to change the size of the squares. The game should signal a win. In the case of the larger boards, 20x20 for example, it must be possible for the winner to have fewer than 20 (for example) X’s or O’s in a row to win. Five for example.

Enhance the tic-tac-toe game to play in one-player mode against the computer. The computer does not have to play optimally, but should not play stupidly.

When playing against the computer, it should be possible for the human to select either X or O as a marker, and it should be possible to choose whether the human or the computer starts the game.