CS100J, Spring 2001 Project 3
Due Tuesday 2/27

1. Objective

Completing all tasks in this assignment will help you:
*   practice using selection and repetition statements
*   use nested control-structures (e.g., re-prompting for input and prompting to "play again")
*   write methods to replace redundant code
First skim, and then, carefully read the *entire* assignment before starting any tasks!

2. Tic Tac Toe

Write a program called **p3sp01.java** that plays a game of Tic Tac Toe[*] with all the features demonstrated in **p3sp01.class**. (See the Hints next to the project assignment.) Your code must use only the Main Class, "regular" (non-static) variables and control structures, static variables, and static methods. For full credit, make sure that you use static methods and variables![†] To compare strings **s1** and **s2** (which you will likely need to do), use the built-in method **equals**, as in **s1.equals(s2)**. Except for **equals**, no other **String** methods are allowed. For output, include 1 session where neither player wins and 1 session where someone does win. With the same or additional output, you must also demonstrate that the user may choose to continue playing and the handling of illegal input.

3. Submitting Your Work

Submit all programs, write-ups, and output described in this assignment. Follow the submission guidelines stated on the Projects page for CS100J. Remember to include a title sheet. You should also supply a table of contents (which may be combined with the title sheet) and number all pages to help the graders find each portion of the assignment.

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[*]. For a more OOP solution and a chance to play, check out *http://www.tictactoe.com/*. To see how the program is included on the website, select **View→Page Source** from your browser.

[†]. For anyone who recognizes that this assignment would be a breeze with arrays, you're out of luck **;-)** No arrays allowed!