

Forum:[Hack Forums](#)

Thread: [Basic Tic-Tac-Toe - Player V Player](#)

Mr Liam - September 23, 2012, 3:26 am

Here's a basic Tic-Tac-Toe.

Code @echo off

title TTT

setlocal enabledelayedexpansion

: start

set 1=1

set 2=2

set 3=3

set 4=4

set 5=5

set 6=6

set 7=7

set 8=8

set 9=9

set t=X

: board

cls

echo !7! !8! !9!

echo !4! !5! !6!

echo !1! !2! !3!

echo.

if !1!==X if !4!==X if !7!==X goto xwin

if !1!==O if !4!==O if !7!==O goto owin

if !2!==X if !5!==X if !8!==X goto xwin

if !2!==O if !5!==O if !8!==O goto owin

if !3!==X if !6!==X if !9!==X goto xwin

if !3!==O if !6!==O if !9!==O goto owin

if !1!==X if !2!==X if !3!==X goto xwin

if !1!==O if !2!==O if !3!==O goto owin

if !4!==X if !5!==X if !6!==X goto xwin

if !4!==O if !5!==O if !6!==O goto owin

if !7!==X if !8!==X if !9!==X goto xwin

if !7!==O if !8!==O if !9!==O goto owin

if !1!==X if !5!==X if !9!==X goto xwin

if !1!==O if !5!==O if !9!==O goto owin

if !3!==X if !5!==X if !7!==X goto xwin

if !3!==O if !5!==O if !7!==O goto owin

if not !1!==1 if not !2!==2 if not !3!==3 if not !4!==4 if not !5!==5 if not !6!==6 if not !7!==7 if not !8!==8 if not !9!==9 goto nowin

echo %t%, your go! Choose a number..

```
CHOICE /C 123456789 >nul
set %errorlevel%=0
if %errorlevel%==X (set t=O) else (set t=X)
goto board
```

```
: nowin
echo No one has won!
pause >nul
goto start
```

```
: xwin
echo X wins!
pause >nul
goto start
```

```
: owin
echo O wins!
pause >nul
goto start
```

The next part is to make the computer play the computer.

Edit: Player V CPU: <https://hackforums.net/showthread.php?tid=2886755>

SIM-1073426 - September 23, 2012, 3:46 am

(Sep 23, 2012 03:26 AM)Liam Allan Wrote: [\[CITE\]](#) Here's a basic Tic-Tac-Toe.

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setlocal enabledelayedexpansion

```
: start
set 1=1
set 2=2
set 3=3
set 4=4
set 5=5
set 6=6
set 7=7
set 8=8
set 9=9
set t=X
```

```
: board
cls
echo !7! !8! !9!
echo !4! !5! !6!
echo !1! !2! !3!
echo.
```

```
if !1!==X if !4!==X if !7!==X goto xwin
if !1!==O if !4!==O if !7!==O goto owin
if !2!==X if !5!==X if !8!==X goto xwin
if !2!==O if !5!==O if !8!==O goto owin
if !3!==X if !6!==X if !9!==X goto xwin
```

```
if !3!==O if !6!==O if !9!==O goto owin
if !1!==X if !2!==X if !3!==X goto xwin
if !1!==O if !2!==O if !3!==O goto owin
if !4!==X if !5!==X if !6!==X goto xwin
if !4!==O if !5!==O if !6!==O goto owin
if !7!==X if !8!==X if !9!==X goto xwin
if !7!==O if !8!==O if !9!==O goto owin
if !1!==X if !5!==X if !9!==X goto xwin
if !1!==O if !5!==O if !9!==O goto owin
if !3!==X if !5!==X if !7!==X goto xwin
if !3!==O if !5!==O if !7!==O goto owin
```

```
if not !1!==1 if not !2!==2 if not !3!==3 if not !4!==4 if not !5!==5 if not !6!==6 if not !7!==7 if not
!8!==8 if not !9!==9 goto nowin
```

```
echo %t%, your go! Choose a number..
CHOICE /C 123456789 >nul
set %errorlevel%=%t%
if %t%==X (set t=O) else (set t=X)
goto board
```

```
: nowin
echo No one has won!
pause >nul
goto start
```

```
: xwin
echo X wins!
pause >nul
goto start
```

```
: owin
echo O wins!
pause >nul
goto start
```

The next part is to make the computer play the computer.
Nice, I look forward to play it with a computer.

Isometrical - September 23, 2012, 3:49 am

This is really cool, thanks for the share OP. ?
EDIT: I lost :(

Johnny Cache - September 23, 2012, 4:28 am

Thank you for the share, a little nice game...

If you want a bad Computer-player you could work with the %random%%10 variables just sayin

NeyZ - September 23, 2012, 5:10 am

(Sep 23, 2012 03:26 AM)Liam Allan Wrote: [\[CITE\]](#) Here's a basic Tic-Tac-Toe.

Code @echo off

title TTT

setlocal enabledelayedexpansion

```
: start
```

```
set 1=1
set 2=2
set 3=3
set 4=4
set 5=5
set 6=6
set 7=7
set 8=8
set 9=9
set t=X
```

```
: board
cls
echo !7! !8! !9!
echo !4! !5! !6!
echo !1! !2! !3!
echo.
```

```
if !1!==X if !4!==X if !7!==X goto xwin
if !1!==O if !4!==O if !7!==O goto owin
if !2!==X if !5!==X if !8!==X goto xwin
if !2!==O if !5!==O if !8!==O goto owin
if !3!==X if !6!==X if !9!==X goto xwin
if !3!==O if !6!==O if !9!==O goto owin
if !1!==X if !2!==X if !3!==X goto xwin
if !1!==O if !2!==O if !3!==O goto owin
if !4!==X if !5!==X if !6!==X goto xwin
if !4!==O if !5!==O if !6!==O goto owin
if !7!==X if !8!==X if !9!==X goto xwin
if !7!==O if !8!==O if !9!==O goto owin
if !1!==X if !5!==X if !9!==X goto xwin
if !1!==O if !5!==O if !9!==O goto owin
if !3!==X if !5!==X if !7!==X goto xwin
if !3!==O if !5!==O if !7!==O goto owin
```

```
if not !1!==1 if not !2!==2 if not !3!==3 if not !4!==4 if not !5!==5 if not !6!==6 if not !7!==7 if not
!8!==8 if not !9!==9 goto nowin
```

```
echo %t%, your go! Choose a number..
CHOICE /C 123456789 >nul
set %errorlevel%=%t%
if %t%==X (set t=O) else (set t=X)
goto board
```

```
: nowin
echo No one has won!
pause >nul
goto start
```

```
: xwin
echo X wins!
pause >nul
goto start
```

```
: owin
echo O wins!
pause >nul
goto start
```

The next part is to make the computer play the computer.

My first try was already 2 times as long with only choice 1 hahaha. Whatever, first time with Batch.
Looks nice :)

MooCowManiak - September 23, 2012, 5:25 am

This is quite good, im looking forward for playing the computer :)

Hepic - September 23, 2012, 5:31 am

Very nice program but what does this line?

```
Code set %errorlevel%=%t%
```

Mr Liam - September 23, 2012, 5:34 am

(Sep 23, 2012 05:31 AM)Hepic Wrote: [\[CITE\]](#) Very nice program but what does this line?

```
Code set %errorlevel%=%t%
%errorlevel% being the number they pressed.
```

Hepic - September 23, 2012, 5:47 am

!variable! means that these can be changed becayse are from errolevel>?

SoulByte - September 23, 2012, 6:22 am

(Sep 23, 2012 05:47 AM)Hepic Wrote: [\[CITE\]](#) !variable! means that these can be changed becayse are from errolevel>?

Set /? - Batch [url=//hackforums.net/misc.php?action=help Wrote:Help Docs[/url]]

Delayed environment variable expansion is useful for getting around the limitations of the current expansion which happens when a line of text is read, not when it is executed. The following example demonstrates the problem with immediate variable expansion:

```
set VAR=before
if "%VAR%" == "before" (
set VAR=after
if "%VAR%" == "after" @echo If you see this, it worked
)
```

would never display the message, since the %VAR% in BOTH IF statements is substituted when the first IF statement is read, since it logically includes the body of the IF, which is a compound statement. So the IF inside the compound statement is really comparing "before" with "after" which will never be equal.

Basically if you change or declare a variable inside a parenthesis, you won't be able to see the change unless you do !variable! instead of %variable%, or try to access it from outside the parentheses.

Mr Liam - September 23, 2012, 9:00 am

Guys, check the thread again for the Player V CPU stuff.

