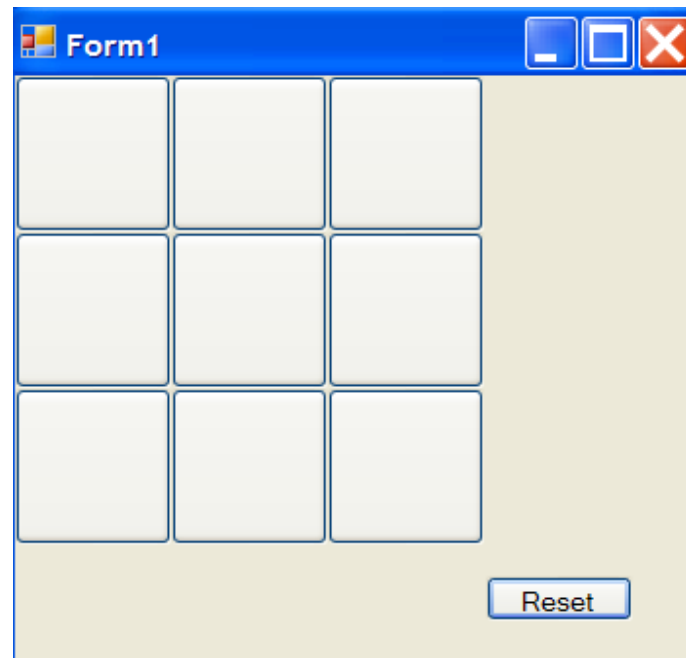# Tic-Tac-Toe CheckWin()…a brute force method

```vb
Sub CheckWin()
    If (square(0, 0).Text = "X") And (square(0, 1).Text = "X") And (square(0, 2).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(1, 0).Text = "X") And (square(1, 1).Text = "X") And (square(1, 2).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(2, 0).Text = "X") And (square(2, 1).Text = "X") And (square(2, 2).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 0).Text = "X") And (square(1, 0).Text = "X") And (square(2, 0).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 1).Text = "X") And (square(1, 1).Text = "X") And (square(2, 1).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 2).Text = "X") And (square(1, 2).Text = "X") And (square(2, 2).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 0).Text = "X") And (square(1, 1).Text = "X") And (square(2, 2).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 2).Text = "X") And (square(1, 1).Text = "X") And (square(2, 0).Text = "X") Then
        MsgBox("X Wins")
    ElseIf (square(0, 0).Text = "O") And (square(0, 1).Text = "O") And (square(0, 2).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(1, 0).Text = "O") And (square(1, 1).Text = "O") And (square(1, 2).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(2, 0).Text = "O") And (square(2, 1).Text = "O") And (square(2, 2).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(0, 0).Text = "O") And (square(1, 0).Text = "O") And (square(2, 0).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(0, 1).Text = "O") And (square(1, 1).Text = "O") And (square(2, 1).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(0, 2).Text = "O") And (square(1, 2).Text = "O") And (square(2, 2).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(0, 0).Text = "O") And (square(1, 1).Text = "O") And (square(2, 2).Text = "O") Then
        MsgBox("O Wins")
    ElseIf (square(0, 2).Text = "O") And (square(1, 1).Text = "O") And (square(2, 0).Text = "O") Then
        MsgBox("O Wins")
    Else

    End If
End Sub
```

Reset Button

```
Private Sub btnReset_Click(ByVal sender As System.Object
    For row = 0 To 2
        For column = 0 To 2
            square(row, column).Text = ""
            square(row, column).Enabled = True
        Next column
    Next row
End Sub
```
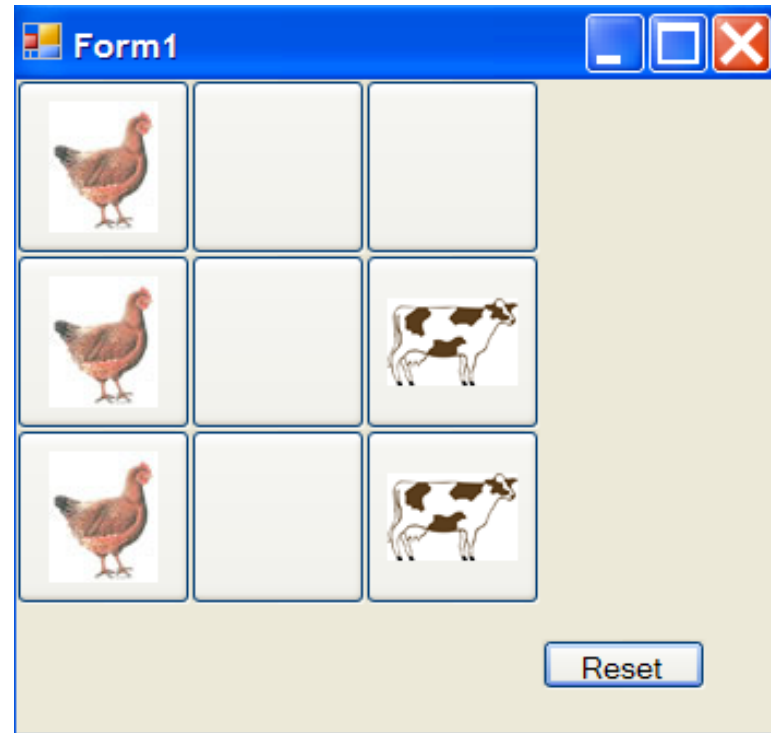
Chickens and Cows

```vb
Dim cowPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\TicTacToe\TicTacToe\cow_1.bmp"
Dim chickenPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\TicTacToe\TicTacToe\chicken.jpg"
Dim imageChicken As Image = Image.FromFile(chickenPath)
Dim imageCow As Image = Image.FromFile(cowPath)
Dim picture As Image


Public Sub ButtonHandler(ByVal sender As System.Objec
    WhoseTurn()
    'MsgBox("Button number " & CType(sender, Button).
    CType(sender, Button).Text = mark
    CType(sender, Button).Image = picture
    CType(sender, Button).Enabled = False
    CheckWin()

End Sub


Sub WhoseTurn()
    Dim remainder As Integer
    remainder = turn Mod 2
    If (remainder = 0) Then
        player = 1
        mark = "X"
        picture = imageChicken
    Else
        player = 2
        mark = "O"
        picture = imageCow
    End If
    turn = turn + 1
End Sub
```
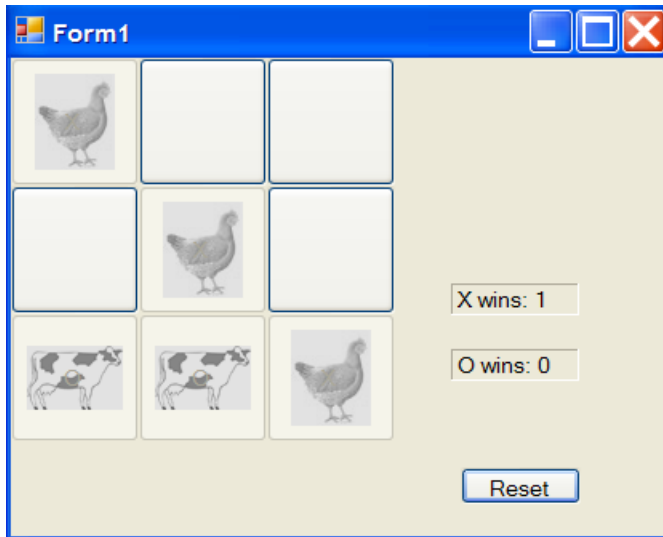
Set picture to chicken for X and cow for O.

Keeping Score


```
Public Sub ButtonHandler(ByVal sender As Syst
    WhoseTurn()
    'MsgBox("Button number " & CType(sender,
    CType(sender, Button).Text = mark
    CType(sender, Button).Image = picture
    CType(sender, Button).Enabled = False
    CheckWin()
    lblXwins.Text = "X wins: " & XWins
    lblOwins.Text = "O wins: " & OWins
End Sub
```

```
If (square(0, 0).Text = "X") And (square(0, 1).Text = "X") And (square(0, 2).Text = "X") Then
    MsgBox("X Wins")
    XWins = XWins + 1
```