Write the following program for a Blackberry or Android. Make sure to comment your code and that your name is in a comment line at the beginning of code. How you design the user interface is up to you, using everything that has been taught in class, but you must use the drawing methods, as explained in BB or android drawing.

**Tic-tac-toe program:**
Write a Tic-tac-toe game. You will need to leave you code “flexible”, because later on in the semester you may add the network/Bluetooth/sms code to this program. Player X also goes first.

For 4730 students: Your program will be a two player game, alternating between each player, assuming they “pass” the phone back and forth. Your code will need to determine winner, loser, tie. You will also be able to play again, ie play another game.

For 5730 students: Complete the requirements for 4730 program and your program will have an option for the other player to be an AI player. The user will determine if they want to be X or O. The AI doesn’t need to be very smart, but it must be “smarter” then just picking a random location. It should play to win.

**TURN IN and GRADING:**
Hard copy:
1. A cover page with Name, program #3, and blackberry or Android, cosc 4730 or 5730 depending on which class you enrolled in.
2. Printed directions for how to play, which simulator is need to run this (include special information like screen size for the android)
3. Print the java code (Android users don’t need to print xml documents).

Soft copy:
1. Put an exported copy of the code in
   \lamont.cs.uwyo.edu\courses\cosc4730\students\<lastname>\program3\<
2. A text file with directions for how to play, which simulator is need to run this (include special information like screen size for the android)

Code will be graded on correctness, comments, and coding style.