

ABSTRACT

ALGORITHM APPLICATION TO THE GAME BEHIND TRACE TIC TATOE

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The game is a complex activity in which there are rules , learning and culture budaya. Sebagai one part , tic tac toe game is a traditional game played on the ground or the first piece of paper by the children to the development of technology nowadays dewasa. Seiring , traditional first game that can be created using modern computer technology , but to play the game remains the same as building a game tradisional. Untuk needed a computer algorithm that helps in visualizing the image and how to play the game of tic tac toe .

Trace algorithm behind a computer algorithm that will assist the computer to make the game tic tac toe algorithm is more menarik. Penerapan trace behind on the computer to play games on the computer thinking , ie, how computers can think like humans and take the fight to the logic of thinking computers . Software tic tac toe game is made to be played using the media that previous computer so traditional games , can now be made in the form of computer applications with the same rules as a way to play tic tac toe game tradisional.

The Game to use it was built with the waterfall model of software development and using microsoft visual basic 2008

Keywords : Games , Algorithms trace behind , visual basic , waterfall