

Start with the two files `ttt.h` and `ttt.cpp` linked on today's class web page. **Do not modify `ttt.h`.**

Modify `ttt.cpp` as needed so the Tic-Tac-Toe program uses the struct variable named **game** declared in `main()`. You will need to pass this struct variable as a value or reference parameter, and use the member access operator.

Turn in:

- (1) This sheet with your name filled in, to which is stapled:
- (2) A hardcopy listing of `ttt.cpp`
- (3) A screen snapshot after program execution where someone wins.