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theboard={'1':' ','2':' ','3':' ','4':' ','5':' ','6':' ','7':' ','8':' ','9':' '}
boardkeys=[]
for i in theboard:
    boardkeys.append(i)
def printboard(board):
    print(board['1']+'|'+board['2']+'|'+board['3'])
    print('-+-+-')
    print(board['4']+'|'+board['5']+'|'+board['6'])
    print('-+-+-')
    print(board['7']+'|'+board['8']+'|'+board['9'])
def game():
    turn='X'
    count=0
    for i in range(10):
        printboard(theboard)
        print('Its your turn'+turn+'move to which place?\n')
        move=input()
        if theboard[move]==' ':
            theboard[move]=turn
            count+=1
        else:
            print('This place already exists ..move to which place?\n')
            continue
    if count>=5:
        if theboard['1']==theboard['2']==theboard['3']!=' ':
            printboard(theboard)
            print('\nGame over.\n')
            print('***'+turn+'has won***')
            break
        elif theboard['4']==theboard['5']==theboard['6']!=' ':
            printboard(theboard)
            print('\nGame over.\n')
            print('***'+turn+'has won***')
            break
        elif theboard['7']==theboard['8']==theboard['9']!=' ':
            printboard(theboard)
            print('\nGame over.\n')
            print('***'+turn+'has won***')
            break
        elif theboard['1']==theboard['4']==theboard['7']!=' ':
            printboard(theboard)
            print('\nGame over.\n')
            print('***'+turn+'has won***')
            break
    print('brea0k')

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elif theboard['2']==theboard['5']==theboard['8']!=' ':
    printboard(theboard)
    print('\nGame over.\n')
    print('***'+turn+'has won***')
    break
elif theboard['3']==theboard['6']==theboard['9']!=' ':
    printboard(theboard)
    print('\nGame over.\n')
    print('***'+turn+'has won***')
    break
elif theboard['1']==theboard['5']==theboard['9']!=' ':
    printboard(theboard)
    print('\nGame over.\n')
    print('***'+turn+'has won***')
    break
elif theboard['3']==theboard['5']==theboard['7']!=' ':
    printboard(theboard)
    print('\nGame over.\n')
    print('***'+turn+'has won***')
    break
if count==9:
    print('GAME OVER')
    print('its a tie')
    break
if turn=='X':
    turn='O'
else:
    turn='X'
restart=input('Do you want to restart the game (y or n)')
if restart=='y'or restart=='Y':
    for i in boardkeys:
        theboard[i]=' '
    game()
if __name__=="__main__":
    game()

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