

TIC-TAC-TOE

Buatlah games tic-tac-toe yang dimainkan oleh dua orang secara bergiliran. Jalannya program sebagai berikut:

TICTACTOE

```
=====
|1|2|3|
```

```
-----
|4|5|6|
```

```
-----
|7|8|9|
```

Player 1: 5

```
|1|2|3|
```

```
-----
|4|X|6|
```

```
-----
|7|8|9|
```

Player 2 : 3

```
|1|2|O|
```

```
-----
|4|X|6|
```

```
-----
|7|8|9|
```

Player 1 : 2

```
|1|X|O|
```

```
-----
|4|X|6|
```

```
-----
|7|8|9|
```

Player 2 : 6

```
|1|X|O|
```

```
-----
```

|4|X|O|

|7|8|9|

Player 1 : 8

|1|X|O|

|4|X|O|

|7|X|9|

Player 1 WIN !!

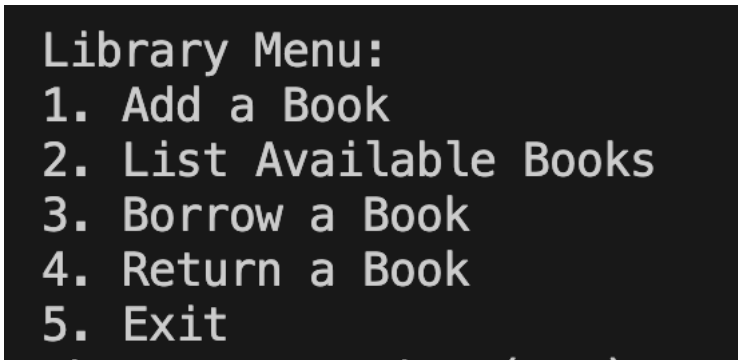
Library Management System Outline

The system will have the following features:

1. **Add a Book:** Add a new book to the library.
2. **List Available Books:** Show all books that are available (not borrowed).
3. **Borrow a Book:** Mark a book as borrowed if it's available.
4. **Return a Book:** Mark a book as available if it was borrowed.
5. **Exit:** End the program.

Each book will be represented as a dictionary with information about its title, author, and whether it's borrowed or not. The collection of books will be stored in a list.

Input :



```
Library Menu:
1. Add a Book
2. List Available Books
3. Borrow a Book
4. Return a Book
5. Exit
```

1. Add Book :

```
Enter book title: Python Programming
Enter book author: John Doe
Book added: 'Python Programming' by John Doe
```

2. Available Books:

```
1. 'Python Programming' by John Doe
```

3. Enter the title of the book to borrow: Python Programming

```
You have borrowed: 'Python Programming' by John Doe
```

4. Enter the title of the book to return: Python Programming

```
You have returned: 'Python Programming' by John Doe
```