```java
import java.util.Scanner;

public class TicTacChallenge{

    public char[][] gameBoard;
    public char currentSymbol;


    public TicTacChallenge()
    {

        gameBoard = new char[3][3];
        currentSymbol = 'X';
        resetBoard();


    }

    public void resetBoard(){

        for (int i = 0; i < 3; i++){

            for (int j = 0; j < 3; j++){

                gameBoard[i][j] = '-';
```

```java
        }

    }


    }

public void showBoard(){

    System.out.println("-------------");

    for (int i = 0; i < 3; i++){

        System.out.print("| ");
        for (int j = 0; j < 3; j++){

            System.out.print(gameBoard[i][j] + " | ");

        }



        System.out.println();
        System.out.println("-------------");
    }

}
```

```java
public void initiateGame(){


    boolean win = false;

    boolean draw = false;


    while (!win && !draw){



        showBoard();

        makeMove();


        win = findWinner();


        if (!win){



            draw = findDraw();


            if (!draw) {


                togglePlayer();


            }
        }
```

```java
        }

        showBoard();

        if (win){

            System.out.println("Congrats! Player " + currentSymbol + " wins!");

        }

        else if (draw){

            System.out.println("It's a DRAW.");

        }
    }

    public void makeMove(){

        Scanner scan = new Scanner(System.in);
        int r, c;

        while(true){

            System.out.println("Player " + currentSymbol + ", make your move (row [1-3] and column [1-3]): ");
```

```java
            r = scan.nextInt() - 1;

            c = scan.nextInt() - 1;


            if(r >= 0 && c >= 0 && r < 3 && c < 3 && gameBoard[r][c] == '-'){

                gameBoard[r][c] = currentSymbol;

                break;

            } else {

                System.out.println("Invalid move, try again.");

            }

        }

    }


    public boolean findWinner() {



        for (int i = 0; i < 3; i++) {

            if ((gameBoard[i][0] == currentSymbol && gameBoard[i][1] == currentSymbol &&
gameBoard[i][2] == currentSymbol) ||

                (gameBoard[0][i] == currentSymbol && gameBoard[1][i] == currentSymbol &&
gameBoard[2][i] == currentSymbol)) {

                return true;

            }

        }


        if ((gameBoard[0][0] == currentSymbol && gameBoard[1][1] == currentSymbol &&
gameBoard[2][2] == currentSymbol) ||
```

```java
        (gameBoard[0][2] == currentSymbol && gameBoard[1][1] == currentSymbol &&
gameBoard[2][0] == currentSymbol)) {

        return true;

    }


    return false;


}




public boolean findDraw() {


    for (int i = 0; i < 3; i++) {




        for (int j = 0; j < 3; j++) {




            if (gameBoard[i][j] == '-') {

                return false;

            }


        }

    }
```

```java
        return true;


    }

    public void togglePlayer(){


        if (currentSymbol == 'X') {


            currentSymbol = 'O';


        }



        else {


            currentSymbol = 'X';


        }
    }

    public static void main(String[]args){
```

```
        TicTacChallenge challenge = new TicTacChallenge();


        challenge.initiateGame();



    }




    }
```