

DAY- 8 Python Training

we worked on our mini project as part of the training session. I decided to create a simple **Tic Tac Toe game** using Python.

I started by creating a 3x3 board using a list, where each cell represents a position in the game. The game was designed for **two players**, allowing them to enter their moves alternately using the terminal.

The main part of the project involved checking for **winning conditions** after every move — rows, columns, and diagonals were checked to determine if either player had won. If the board filled up and no player won, the game would end in a **draw**.

To make the game run properly, I used **loops**, **conditional statements**, and **functions** for organizing the logic. I also added input checks to ensure that players don't overwrite existing moves or enter invalid positions.

This project helped me revise core programming concepts and understand how a complete program runs from start to end.

Key Points of the Day:

- Developed a **Tic Tac Toe** game using Python.
- Implemented game board using a list.
- Checked win and draw conditions using if-else logic.
- Used loops and functions to structure the program.
- Practiced input validation and turn-based logic.