Introduction to computer science

Lab 2.06 - Tic-Tac-Toe Revisited

Implement the Tic Tac Toe game using a single list

Create this game again using lists and indexes. Updated rules are below.

- Allow users to keep playing (max 9 times).

```
1  |  2  |  3
4  |  5  |  6
7  |  8  |  9
```

- Use variables to decide whose turn it is. Greet the players as "X's" or "O's".

- User picks a location on the board according to the number.

- Depending on the position user gave, update the corresponding position of the board to reflect that.

- Print the updated board out.

- You will not need to determine the winner at this point.

Bonus

There are eight possible ways to win a Tic-Tac-Toe game.

- After each turn in the game, check to see if the most recent player has won the game. Print appropriate messages if the X's player wins, or if the O's player wins.
- If no one has won the game after 9 moves, declare the game to be a draw.