Lab 2.06 - Tic-Tac-Toe Revisited ## 1. In your Notebook ### Predict what will be printed then type the program in your console to confirm ### Example 1 ```python a = 0 while a < 10: print(a) ``` ### Example 2 ```python a = 0 while a < 10: a = a + 1 print(a) ``` ## 2. In your Notebook ### Create a set of test cases for the following sample code and predict the behavior ```python a = input("Would you like to quit: ") while a != "y" and a != "n" : a = input("Would you like to quit: ") ``` ## 3. Implement the Tic Tac Toe game using a while loop * Allow users to keep playing (max 9 times). * Use variables to decide whose turn it is, and greet them as `Xs` or `Os`. * User picks a location on the board according to the number: ![tic-tac-toe](https://encrypted-tbn3.gstatic.com/images?q=tbn:ANd9GcRrA_MowUM-KZXl1CpkrQhi8W505dM3cxZG1787i9qFz8KefqFkIQ) * 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 Create a variable-sized board. So instead of a classic 3 x 3 board, create a way for the user specify the size of the board they want to play with.