1275. Find Winner on a Tic Tac Toe Game

Description

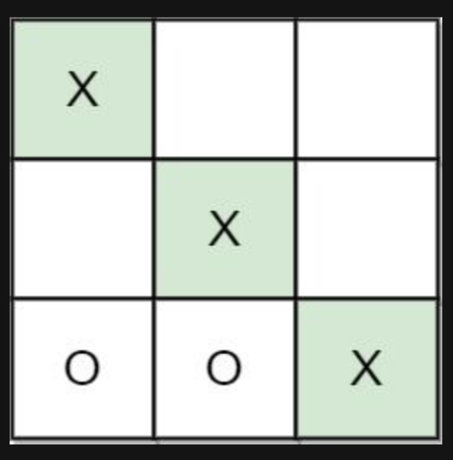
Tic-tac-toe is played by two players `A` and `B` on a `3 x 3` grid. The rules of Tic-Tac-Toe are:

- Players take turns placing characters into empty squares `' '`.
- The first player `A` always places `'X'` characters, while the second player `B` always places `'O'` characters.
- `'X'` and `'O'` characters are always placed into empty squares, never on filled ones.
- The game ends when there are **three** of the same (non-empty) character filling any row, column, or diagonal.
- The game also ends if all squares are non-empty.
- No more moves can be played if the game is over.

Given a 2D integer array `moves` where `moves[i] = [row_i, col_i]` indicates that the `i^th` move will be played on `grid[row_i][col_i]`. return *the winner of the game if it exists* (`A` or `B`). In case the game ends in a draw return `"Draw"`. If there are still movements to play return `"Pending"`.

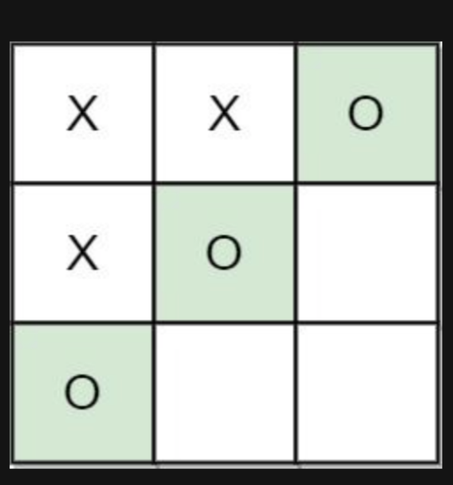
You can assume that `moves` is valid (i.e., it follows the rules of **Tic-Tac-Toe**), the grid is initially empty, and `A` will play first.

Example 1:



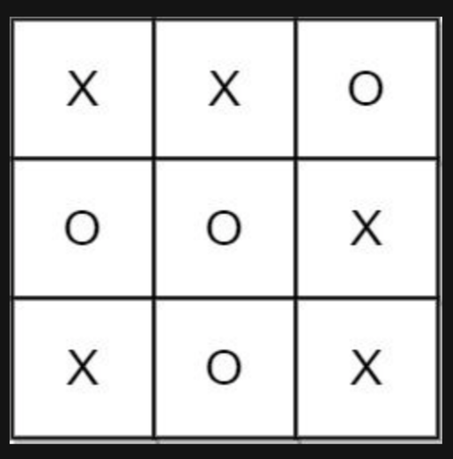

```
Input: moves = [[0,0],[2,0],[1,1],[2,1],[2,2]]
Output: "A"
Explanation: A wins, they always play first.
```

Example 2:




```
Input: moves = [[0,0],[1,1],[0,1],[0,2],[1,0],[2,0]]
Output: "B"
Explanation: B wins.
```

Example 3:




```
Input: moves = [[0,0],[1,1],[2,0],[1,0],[1,2],[2,1],[0,1],[0,2],[2,2]]
Output: "Draw"
Explanation: The game ends in a draw since there are no moves to make.
```

Constraints:

- `1 <= moves.length <= 9`
- `moves[i].length == 2`
- `0 <= row_i, col_i <= 2`
- There are no repeated elements on `moves`.
- `moves` follow the rules of tic tac toe.