# 794. Valid Tic-Tac-Toe State

## Description

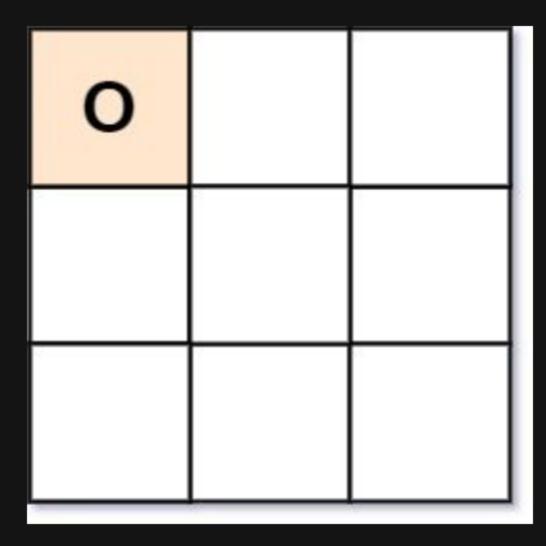
Given a Tic-Tac-Toe board as a string array board, return true if and only if it is possible to reach this board position during the course of a valid tic-tac-toe game.

The board is a [3 x 3] array that consists of characters [' '], ['x'], and ['0']. The [' '] character represents an empty square.

Here are the rules of Tic-Tac-Toe:

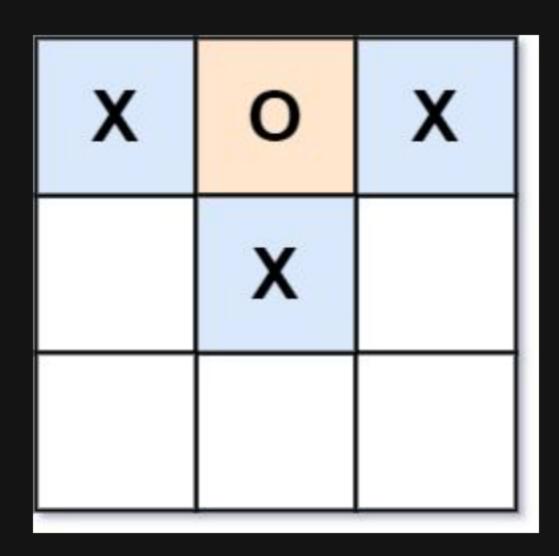
- Players take turns placing characters into empty squares 🔼 .
- The first player always places 'x' characters, while the second player always places '0' characters.
- 'x' and '0' characters are always placed into empty squares, never filled ones.
- The game ends when there are three of the same (non-empty) 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.

#### Example 1:



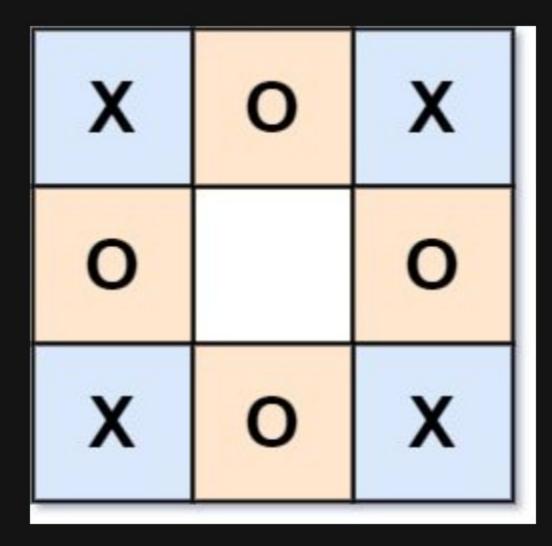
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Input: board = ["0 "," "," "]
Output: false
Explanation: The first player always plays "X".
```

#### Example 2:



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Input: board = ["X0X"," X "," "]
Output: false
Explanation: Players take turns making moves.
```

#### Example 3:



```
Input: board = ["X0X","0 0","X0X"]
Output: true
```

### **Constraints:**

- board.length == 3
- board[i].length == 3
- board[i][j] is either 'X', '0', or ''.