import random,sys,time

n=[j for j in range(1,10)]

board=[" " for i in range(9)]

print ("TIC TAC TOE")

print()

def print\_board():

row1="|{}|{}|{}|".format(board[0],board[1],board[2])

row2="|{}|{}|{}|".format(board[3],board[4],board[5])

row3="|{}|{}|{}|".format(board[6],board[7],board[8])

print(row1)

print(row2)

print(row3)

def player\_move(icon):

if icon=="X":

number=1

elif icon=="O":

number=2

print("your turn player{}".format(number))

choice1=int(input("enter your move(1-9):").strip())

if choice1>0 and choice1<=9:

if board[choice1-1]== " ":

board[choice1-1]=icon

else:

print()

print("the space was taken...:")

print()

player\_move(icon)

else:

print("invalid move...please enter again")

player\_move(icon)

def player\_movec(icon):

n1=random.choice(n)

print("computer turn")

time.sleep(0.5)

print(n1)

time.sleep(1)

if board[n1-1]==" ":

board[n1-1]=icon

else:

print("this space was taken...:(")

print()

player\_movec(icon)

def is\_victory(icon):

if(board[0]==icon and board[1]==icon and board[2]==icon)or\

(board[3]==icon and board[4]==icon and board[5]==icon)or\

(board[6]==icon and board[7]==icon and board[8]==icon)or\

(board[0]==icon and board[3]==icon and board[6]==icon)or\

(board[1]==icon and board[4]==icon and board[7]==icon)or\

(board[2]==icon and board[5]==icon and board[8]==icon)or\

(board[2]==icon and board[4]==icon and board[8]==icon)or\

(board[0]==icon and board[4]==icon and board[8]==icon):

return True

else:

return False

def is\_draw():

if " " not in board:

return True

else:

return False

while True:

ch=int(input("which mode you want to play\n 1.computer vs player\n 2.player vs player\n choice:"))

if ch==1:

while True:

print\_board()

player\_move("X")

#print\_board()

if is\_victory("X"):

print("player(X) wins... congralations")

sys.exit()

elif is\_draw():

print("it is draw")

sys.exit()

player\_movec("O")

if is\_victory("O"):

print\_board()

print("player(O) wins... congralations")

sys.exit()

elif is\_draw():

print("it is a draw")

sys.exit()

elif ch==2:

while True:

#print\_board()

player\_move("X")

#print\_board()

if is\_victory("X"):

print("player(X) wins... congralations")

sys.exit()

elif is\_draw():

print("it is draw")

sys.exit()

player\_move("O")

#print\_board()

if is\_victory("O"):

print("player(O) wins... congralations")

sys.exit()

elif is\_draw():

print("it is a draw")

sys.exit()

else:

print("enter again")

**out put:**

**TIC TAC TOE**

**which mode you want to play**

**1.computer vs player**

**2.player vs player**

**choice:1**

**| | | |**

**| | | |**

**| | | |**

**your turn player1**

**enter your move(1-9):4**

**computer turn**

**9**

**| | | |**

**|X| | |**

**| | |O|**

**your turn player1**

**enter your move(1-9):1**

**computer turn**

**4**

**this space was taken...:(**

**computer turn**

**3**

**|X| |O|**

**|X| | |**

**| | |O|**

**your turn player1**

**enter your move(1-9):7**

**player(X) wins... congralations**