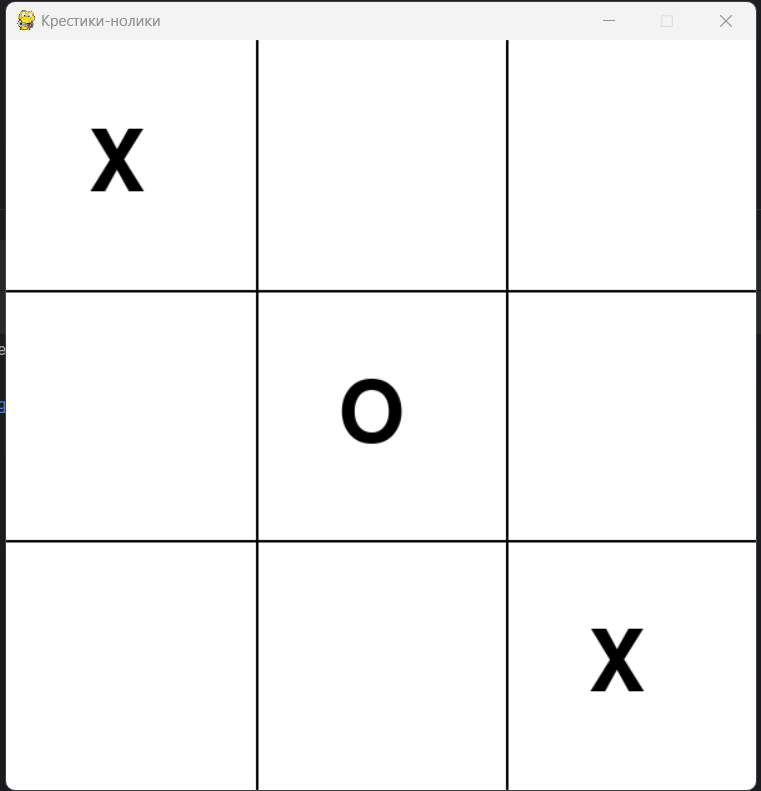
**Игра крестики-нолики**

**Программа:**

import pygame  
import sys  
  
  
pygame.init()  
  
  
WHITE = (255, 255, 255)  
BLACK = (0, 0, 0)  
  
  
WIDTH, HEIGHT = 600, 600  
  
  
screen = pygame.display.set\_mode((WIDTH, HEIGHT))  
pygame.display.set\_caption("Крестики-нолики")  
  
  
CELL\_SIZE = WIDTH // 3  
  
  
X\_SYMBOL = 'X'  
O\_SYMBOL = 'O'  
  
  
board = [[' ' for \_ in range(3)] for \_ in range(3)]  
  
  
def draw\_board():  
 screen.fill(WHITE)  
  
  
 for i in range(1, 3):  
 pygame.draw.line(screen, BLACK, (i \* CELL\_SIZE, 0), (i \* CELL\_SIZE, HEIGHT), 2)  
 pygame.draw.line(screen, BLACK, (0, i \* CELL\_SIZE), (WIDTH, i \* CELL\_SIZE), 2)  
  
  
 for row in range(3):  
 for col in range(3):  
 symbol = font.render(board[row][col], True, BLACK)  
 screen.blit(symbol, (col \* CELL\_SIZE + CELL\_SIZE // 3, row \* CELL\_SIZE + CELL\_SIZE // 3))  
  
 pygame.display.flip()  
  
  
def check\_winner():  
  
 for i in range(3):  
 if board[i][0] == board[i][1] == board[i][2] != ' ' or board[0][i] == board[1][i] == board[2][i] != ' ':  
 return True  
  
  
 if board[0][0] == board[1][1] == board[2][2] != ' ' or board[0][2] == board[1][1] == board[2][0] != ' ':  
 return True  
  
 return False  
  
  
def check\_draw():  
 for row in board:  
 for cell in row:  
 if cell == ' ':  
 return False  
 return True  
  
  
def main():  
 global board  
 global turn  
  
 turn = X\_SYMBOL  
  
 while True:  
 for event in pygame.event.get():  
 if event.type == pygame.QUIT:  
 pygame.quit()  
 sys.exit()  
  
 if event.type == pygame.MOUSEBUTTONDOWN and event.button == 1:  
 x, y = event.pos  
 row = y // CELL\_SIZE  
 col = x // CELL\_SIZE  
  
  
 if board[row][col] == ' ':  
 board[row][col] = turn  
 draw\_board()  
  
 if check\_winner():  
 print(f'Игрок {turn} выиграл!')  
 pygame.quit()  
 sys.exit()  
 elif check\_draw():  
 print('Ничья!')  
 pygame.quit()  
 sys.exit()  
  
 turn = O\_SYMBOL if turn == X\_SYMBOL else X\_SYMBOL  
  
 pygame.display.quit()  
  
if \_\_name\_\_ == "\_\_main\_\_":  
 font\_size = 100  
 font = pygame.font.Font(None, font\_size)  
  
 draw\_board()  
 main()

**Вывод:**

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