*Level 1*

1. Done
2. Done
3. Any input for xORy other than ” X “ or ” O “

Example

- “ A “

- “ B “

- “ . “

- “ \* “

Any input for row or column >2 or <0

Example

* Row: 1 Column: 3
* Row: 2 Column: -1
* Row: 4 Column: 4
* Row: -1 Column: -1

*Code* ***Was not at school to demo program***

x\_mark = "X"

o\_mark = "O"

blank = " "

boardRow0 = [blank, blank, blank]

boardRow1 = [blank, blank, blank]

boardRow2 = [blank, blank, blank]

def Board():

print (boardRow0)

print (boardRow1)

print (boardRow2)

def ValidSymbol():

if (xORo == x\_mark or xORo == o\_mark) and (rowMove <= 2 ) and (colMove <= 2) and (rowMove >= 0 ) and (colMove >= 0) and ((boardRow0[colMove] == blank) or (boardRow1[colMove] == blank) or (boardRow2[colMove] == blank)):

return True

print ("")

Board()

print ("")

TurnCount = 1

while (TurnCount <= 9):

print ("Make a move…")

xORo = input("Enter X or O: ")

if xORo == x\_mark or xORo == o\_mark:

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

elif ((xORo != x\_mark ) or (xORo != o\_mark)) :

print ("")

print ("Symbol Must Be X or O, Please Try Again.")

if(ValidSymbol()==True):

if (rowMove == 0):

boardRow0[colMove] = xORo

if (rowMove == 1):

boardRow1[colMove] = xORo

if (rowMove == 2):

boardRow2[colMove] = xORo

else:

print ("Column and Row input must be between 0 and 2. Please try again.")

print ("")

if(ValidSymbol()==True):

print ("")

Board()

if(ValidSymbol()==True):

TurnCount = TurnCount + 1

print ("")

print ("")

print ("You are on Turn:", TurnCount)

if (TurnCount>9):

print ("The game is now finished.")