LAB 1

```
import numpy as np
import random
array = np.full((3, 3), '-', dtype=object)
def generate(choice):
    for _ in range(9):
       a = random.randint(0, 2)
        b = random.randint(0, 2)
        if array[a][b] != "X" and array[a][b] != "0":
            array[a][b] = choice
    print("No empty positions left! Its a draw")
def player(choice):
    row = int(input("Enter the Row Value (0-2): "))
    column = int(input("Enter the Column Value (0-2): "))
    if 0 <= row < 3 and 0 <= column < 3:
        if array[row][column] == "X" or array[row][column] == "0":
            print("Invalid row or column index. Position already taken.")
        else:
            array[row][column] = choice
    else:
        print("Invalid row or column index.")
def check_winner():
    for line in array:
        if line[0] == line[1] == line[2] and line[0] != '-':
            return line[0]
    for col in range(3):
        if array[0][col] == array[1][col] == array[2][col] and array[0][col] != '-':
            return array[0][col]
    if array[0][0] == array[1][1] == array[2][2] and array[0][0] != '-':
        return array[0][0]
    if array[0][2] == array[1][1] == array[2][0] and array[0][2] != '-':
        return array[0][2]
    return 0
choice = random.choice(["X", "0"])
print("You are", choice)
if choice == "X":
    generate("0")
    generate("X")
print(array)
for i in range(1, 10):
    player(choice)
    if choice == "X":
        generate("0")
    else:
        generate("X")
    print(array)
    winner = check_winner()
    if winner != 0:
        print(f"The winner is: {winner}")
        hreak
You are 0
[['-' '-' 'X']
['-' '-' '-']
['-' '-' '-']
     Enter the Row Value (0-2): 1
     Enter the Column Value (0-2): 1
[['X' '-' 'X']
['-' '0' '-']
['-' '-' '-']
     Enter the Row Value (0-2): 0
     Enter the Column Value (0-2): 1
     [['X' '0' 'X']]
      ['-' '0' 'X']
```

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['-' '-' '-']
Enter the Row Value (0-2): 2
Enter the Column Value (0-2): 1
[['X' '0' 'X']
['X' '0' 'X']
['-' '0' '-']]
The winner is: 0
```

Start coding or generate with AI.