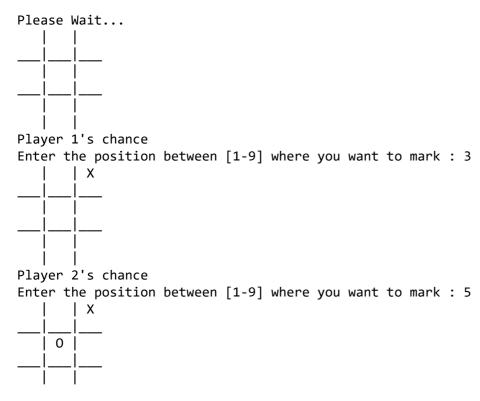
In [10]:

```
import os
import time
board = [' ',' ',' ',' ',' ',' ',' ',' ',' ']
player = 1
Win = 1
Draw = -1
Running = 0
Stop = 1
##############################
Game = Running
Mark = 'X'
#This Function Draws Game Board
def DrawBoard():
    print(" %c | %c | %c " % (board[1],board[2],board[3]))
    print("__|_|_")
    print(" %c | %c | %c " % (board[4],board[5],board[6]))
                     <u>"</u>)
    print("___|__
    print(" %c | %c | %c " % (board[7],board[8],board[9]))
    print(" | |
#This Function Checks position is empty or not
def CheckPosition(x):
    if(board[x] == ' '):
        return True
    return False
#This Function Checks player has won or not
def CheckWin():
    global Game
    #Horizontal winning condition
    if(board[1] == board[2] and board[2] == board[3] and board[1] != ' '):
    elif(board[4] == board[5] and board[5] == board[6] and board[4] != ' '):
        Game = Win
    elif(board[7] == board[8] and board[8] == board[9] and board[7] != ' '):
        Game = Win
    #Vertical Winning Condition
    elif(board[1] == board[4] and board[4] == board[7] and board[1] != ' '):
    elif(board[2] == board[5] and board[5] == board[8] and board[2] != ' '):
        Game = Win
    elif(board[3] == board[6] and board[6] == board[9] and board[3] != ' '):
        Game=Win
    #Diagonal Winning Condition
    elif(board[1] == board[5] and board[5] == board[9] and board[5] != ' '):
        Game = Win
    elif(board[3] == board[5] and board[5] == board[7] and board[5] != ' '):
        Game = Win
    #Match Tie or Draw Condition
    elif(board[1]!=' ' and board[2]!=' ' and board[3]!=' ' and
         board[4]!=' ' and board[5]!=' ' and board[6]!=' ' and
         board[7]!=' ' and board[8]!=' ' and board[9]!=' ' ):
        Game = Draw
    else:
        Game = Running
```

```
print("Tic-Tac-Toe Game")
print("Player 1 [X] --- Player 2 [0]\n")
print()
print()
print("Please Wait...")
time.sleep(1)
while(Game == Running):
    os.system('cls')
    DrawBoard()
    if(player % 2 != 0):
        print("Player 1's chance")
        Mark = 'X'
    else:
        print("Player 2's chance")
        Mark = '0'
    choice = int(input("Enter the position between [1-9] where you want to mark : "))
    if(CheckPosition(choice)):
        board[choice] = Mark
        player+=1
        CheckWin()
os.system('cls')
DrawBoard()
if(Game==Draw):
    print("Game Draw")
elif(Game==Win):
    player-=1
    if(player%2!=0):
        print("Player 1 won")
        print("Player 2 won")
```

```
Tic-Tac-Toe Game
Player 1 [X] --- Player 2 [0]
```



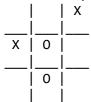
Player 1's chance

Enter the position between [1-9] where you want to mark : 4



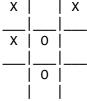
Player 2's chance

Enter the position between [1-9] where you want to mark: 8



Player 1's chance

Enter the position between [1-9] where you want to mark : 1



Player 2's chance

Enter the position between [1-9] where you want to mark : 2

Х	0	X
X	0	
	0	

Player 2 won

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