def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 9)

def check\_win(board, player):

for row in board:

if all(cell == player for cell in row):

return True

for col in range(3):

if all(board[row][col] == player for row in range(3)):

return True

if all(board[i][i] == player for i in range(3)) or all(board[i][2 - i] == player for i in range(3)):

return True

return False

def check\_tie(board):

return all(cell != ' ' for row in board for cell in row)

def main():

board = [[' ' for \_ in range(3)] for \_ in range(3)]

current\_player = 'X'

print("Welcome to Tic Tac Toe!")

print\_board(board)

while True:

print(f"Player {current\_player}, it's your turn.")

row = int(input("Enter the row (0, 1, or 2): "))

col = int(input("Enter the column (0, 1, or 2): "))

if row < 0 or row > 2 or col < 0 or col > 2 or board[row][col] != ' ':

print("Invalid move. Try again.")

continue

board[row][col] = current\_player

print\_board(board)

if check\_win(board, current\_player):

print(f"Player {current\_player} wins!")

break

elif check\_tie(board):

print("It's a tie!")

break

current\_player = 'O' if current\_player == 'X' else 'X'

if \_\_name\_\_ == "\_\_main\_\_":

main()