

TIC TAC TOE

PROGRAM:

```
print("WELCOME TO TIC TAC TOE GAME")

print("Only 2 players are eligible")

n=input("Enter X person name")

t=input("Enter O person name")

print("MOVE FORMAT")

print("@@@@@@@@@@@@@@@@@@@@@@@@@@@@@")

print('1' + '|' + '2' + '|' + '3')

print('-+-+')

print('4' + '|' + '5' + '|' + '6')

print('-+-+')

print('7' + '|' + '8' + '|' + '9')

print("@@@@@@@@@@@@@@@@@@@@@@@@@@@@@")

print("\n")

print("LET START THE GAME")

display = {'1': '', '2': '', '3': '',
           '4': '', '5': '', '6': '',
           '7': '', '8': '', '9': '' }

keys = []

for i in display:
    keys.append(i)

def printBoard(board):
    print(board['1'] + '|' + board['2'] + '|' + board['3'])
    print('-+-+')
    print(board['4'] + '|' + board['5'] + '|' + board['6'])
```

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```
print('-+-+-')

print(board['7'] + '|' + board['8'] + '|' + board['9'])

def game():

    turn='X'

    count = 0

    for i in range(10):

        printBoard(display)

        if turn=='X':

            print("MOVE" + "----->" + n)

        else :

            print("MOVE" + "----->" + t)

        move = input()

        if display[move] == ' ':

            display[move] = turn

            count=count+1

        else:

            print("OUT OF MOVE", "Your move is already filled")

            continue
```

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```
if count >= 5:
```

```
    if display['1'] == display['2'] == display['3'] != ' ':
```

```
        printBoard(display)
```

```
        print("*****")
```

```
        print("GAME OVER")
```

```
        print("*****")
```

```
        if(turn=='X'):
```

```
            print(n , "WON THE GAME")
```

```
        else:
```

```
            print(t , "WON THE GAME")
```

```
        print("*****")
```

```
        break
```

```
elif display['4'] == display['5'] == display['6'] != ' ':
```

```
    printBoard(display)
```

```
    print("*****")
```

```
    print("GAME OVER")
```

```
    print("*****")
```

```
    if(turn=='X'):
```

```
        print(n , "WON THE GAME")
```

```
    else:
```

```
        print(t , "WON THE GAME")
```

```
    print("*****")
```

```
    break
```

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```
elif display['7'] == display['8'] == display['9'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break

elif display['1'] == display['4'] == display['7'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break
```

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```
elif display['2'] == display['5'] == display['8'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break

elif display['3'] == display['6'] == display['9'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break
```

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```
elif display['7'] == display['8'] == display['9'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break

elif display['7'] == display['5'] == display['3'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break
```

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```
elif display['1'] == display['5'] == display['9'] != ' ':
    printBoard(display)
    print("*****")
    print("GAME OVER")
    print("*****")
    if(turn=='X'):
        print(n , "WON THE GAME")
    else:
        print(t , "WON THE GAME")
    print("*****")
    break

if count == 9:
    print("GAME OVER")
    print("*****!TIE!*****")
    break

if turn == 'X':
    turn = 'O'
else:
    turn = 'X'

i = input("PLAY AGAIN(yes/no)")
if i == "yes" :
    for key in keys:
        display[key] = " "
    game()
else:
```

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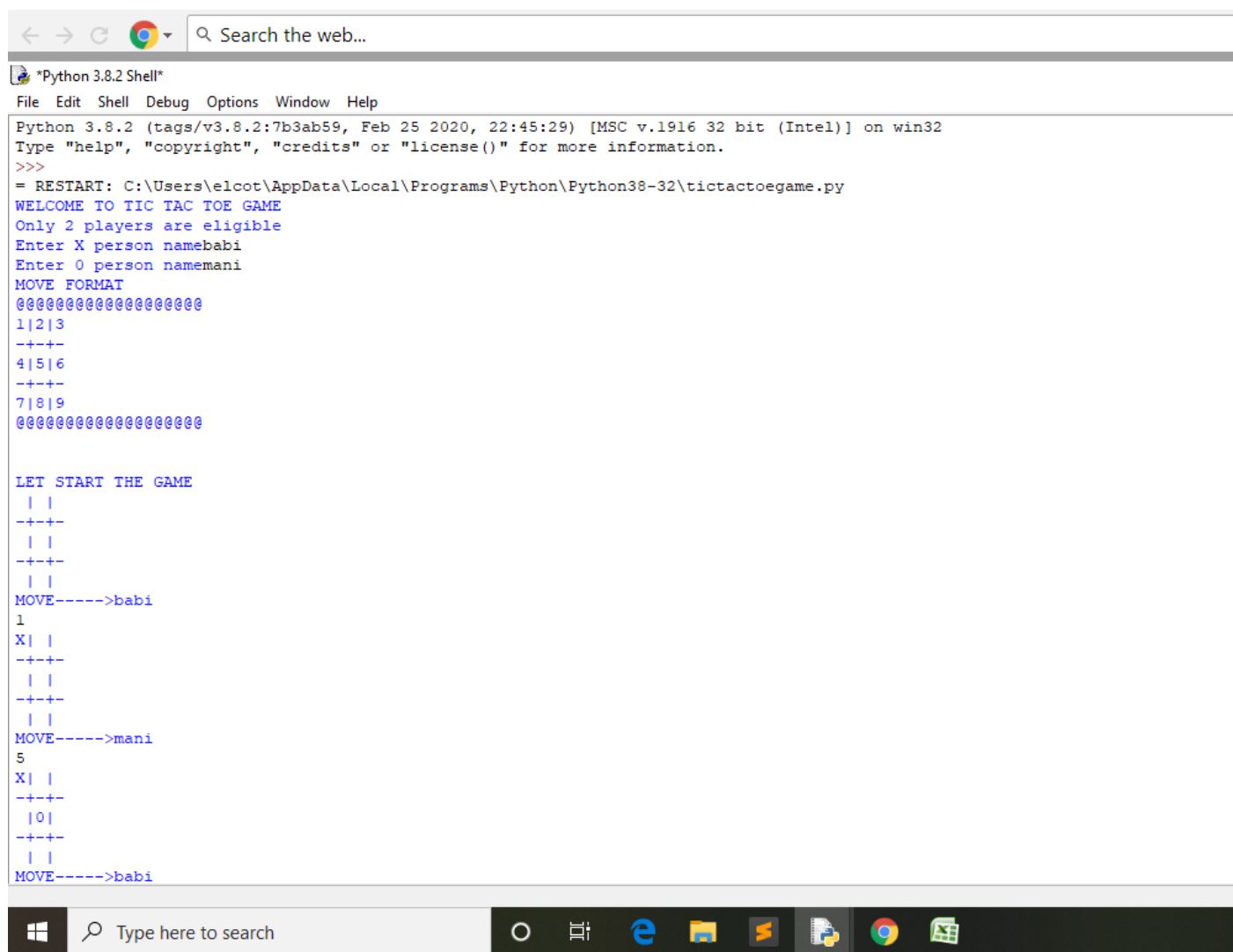
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```
exit()

if __name__ == "__main__":

    game()
```

OUTPUT:



```
*Python 3.8.2 Shell*
File Edit Shell Debug Options Window Help
Python 3.8.2 (tags/v3.8.2:7b3ab59, Feb 25 2020, 22:45:29) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: C:\Users\elcot\AppData\Local\Programs\Python\Python38-32\tictactoe.py
WELCOME TO TIC TAC TOE GAME
Only 2 players are eligible
Enter X person namebabi
Enter O person namemani
MOVE FORMAT
@@@@@@@@@@@@@@@@@@@@
1|2|3
-+-+
4|5|6
-+-+
7|8|9
@@@@@@@@@@@@@@@@@@@@

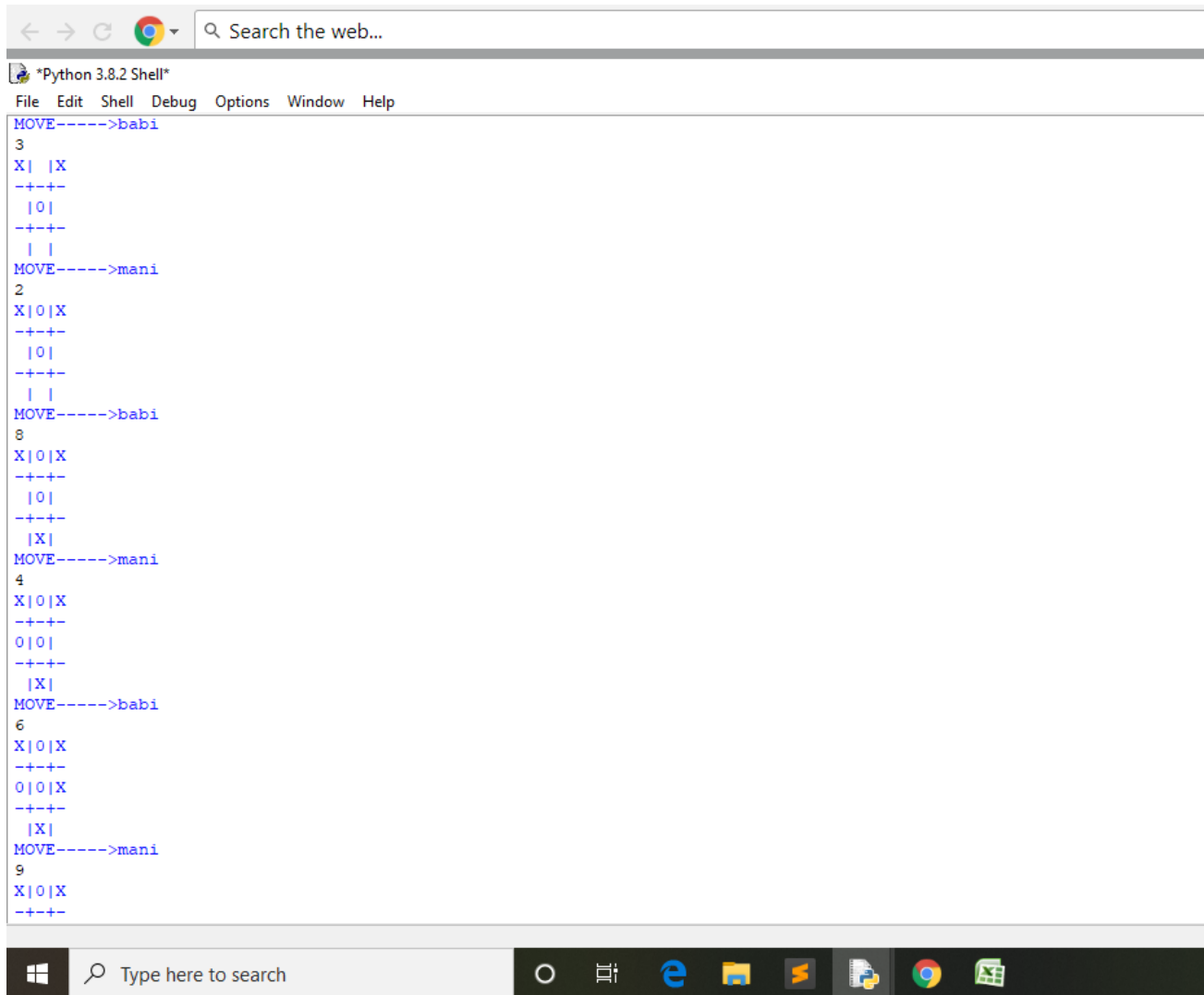
LET START THE GAME
  |
  |
-+-+
  |
  |
-+-+
  |
  |
MOVE----->babi
1
X| |
-+-+
  |
  |
-+-+
  |
  |
MOVE----->mani
5
X| |
-+-+
 |O|
-+-+
  |
  |
MOVE----->babi
```


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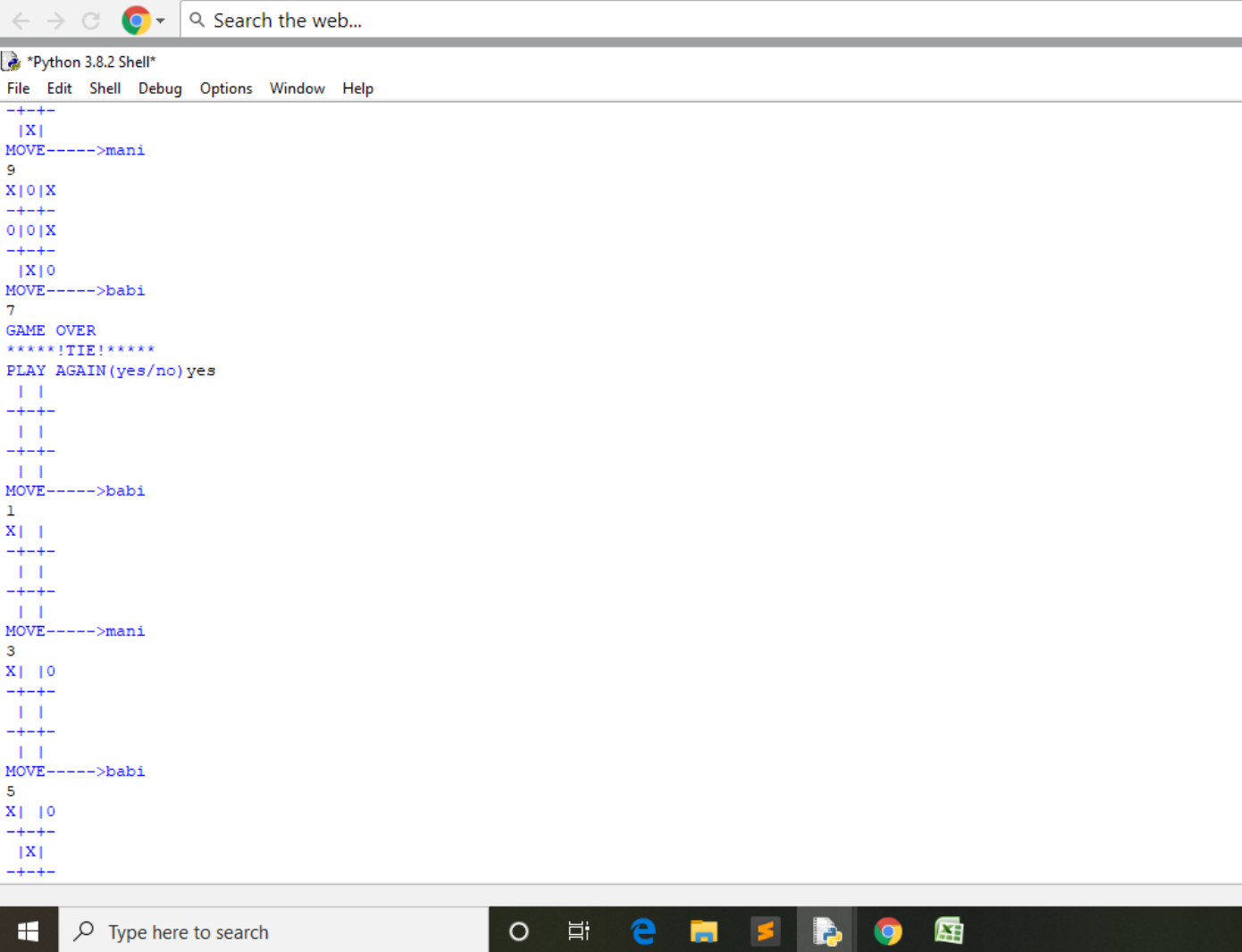
```
*Python 3.8.2 Shell*
File Edit Shell Debug Options Window Help
MOVE----->babi
3
X| |X
--+--
|O|
--+--
| |
MOVE----->mani
2
X|O|X
--+--
|O|
--+--
| |
MOVE----->babi
8
X|O|X
--+--
|O|
--+--
|X|
MOVE----->mani
4
X|O|X
--+--
O|O|
--+--
|X|
MOVE----->babi
6
X|O|X
--+--
O|O|X
--+--
|X|
MOVE----->mani
9
X|O|X
--+--
```

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The screenshot shows a Windows desktop environment. At the top, a Google Chrome browser window is open with the address bar showing "Search the web...". Below the browser, a Python 3.8.2 Shell window is open, displaying the output of a Tic Tac Toe game. The game is a text-based interface where two players, 'mani' and 'babi', take turns placing 'X' and 'O' on a 3x3 grid. The game ends in a tie, and the player 'babi' wins. The shell window has a menu bar with 'File', 'Edit', 'Shell', 'Debug', 'Options', 'Window', and 'Help'. The taskbar at the bottom shows the Windows Start button, a search bar, and several application icons including Edge, File Explorer, Word, PowerPoint, and Chrome.

```
*Python 3.8.2 Shell*
File Edit Shell Debug Options Window Help
--+-+
|X|
MOVE----->mani
9
X|O|X
--+-+
O|O|X
--+-+
|X|O
MOVE----->babi
7
GAME OVER
*****!TIE!*****
PLAY AGAIN(yes/no) yes
| |
--+-+
| |
--+-+
| |
MOVE----->babi
1
X| |
--+-+
| |
--+-+
| |
MOVE----->mani
3
X| |O
--+-+
| |
--+-+
| |
MOVE----->babi
5
X| |O
--+-+
|X|
--+-+
```

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```
< > ↻ 🔍 Search the web...

Python 3.8.2 Shell
File Edit Shell Debug Options Window Help

  | |
--+--+
  | |
MOVE----->babi
5
X| |0
--+--+
 |X|
--+--+
  | |
MOVE----->mani
2
X|0|0
--+--+
 |X|
--+--+
  | |
MOVE----->babi
1
OUT OF MOVE Your move is already filled
X|0|0
--+--+
 |X|
--+--+
  | |
MOVE----->babi
9
X|0|0
--+--+
 |X|
--+--+
 | |X
*****
GAME OVER
*****
babi WON THE GAME
*****
PLAY AGAIN(yes/no)no
>>> |
```