TIC TAC TOE

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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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TIC TAC TOE

```
    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
```

```
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
```

```
    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
```

```
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 ='0'
    else:
      turn = 'X'
i = input("PLAY AGAIN(yes/no)")
 if  i== "yes" :
    for key in keys:
       display[key] = " "
    game()
else:
```

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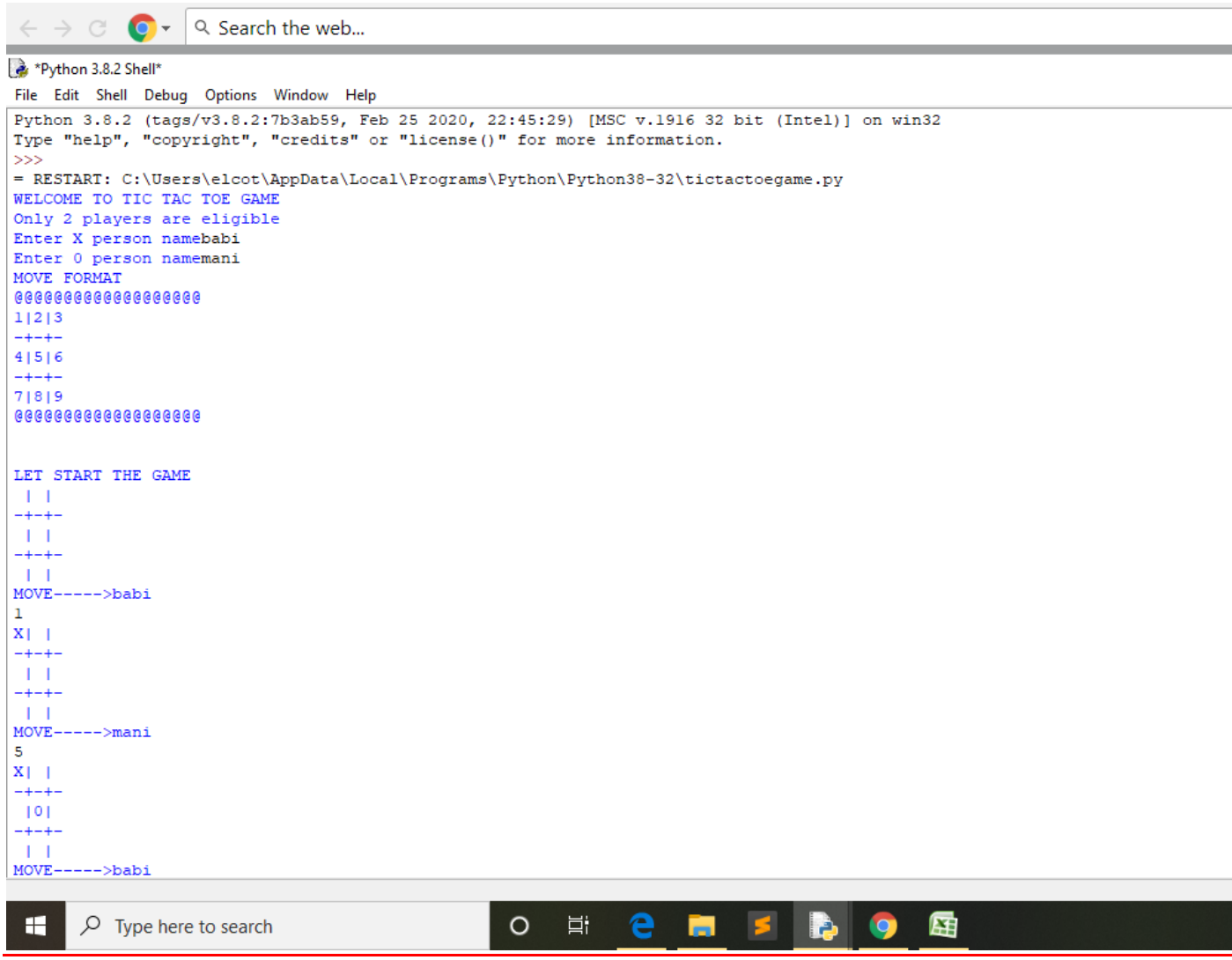
```
    exit()
if __name__ == "__main__":
    game()
```

OUTPUT:



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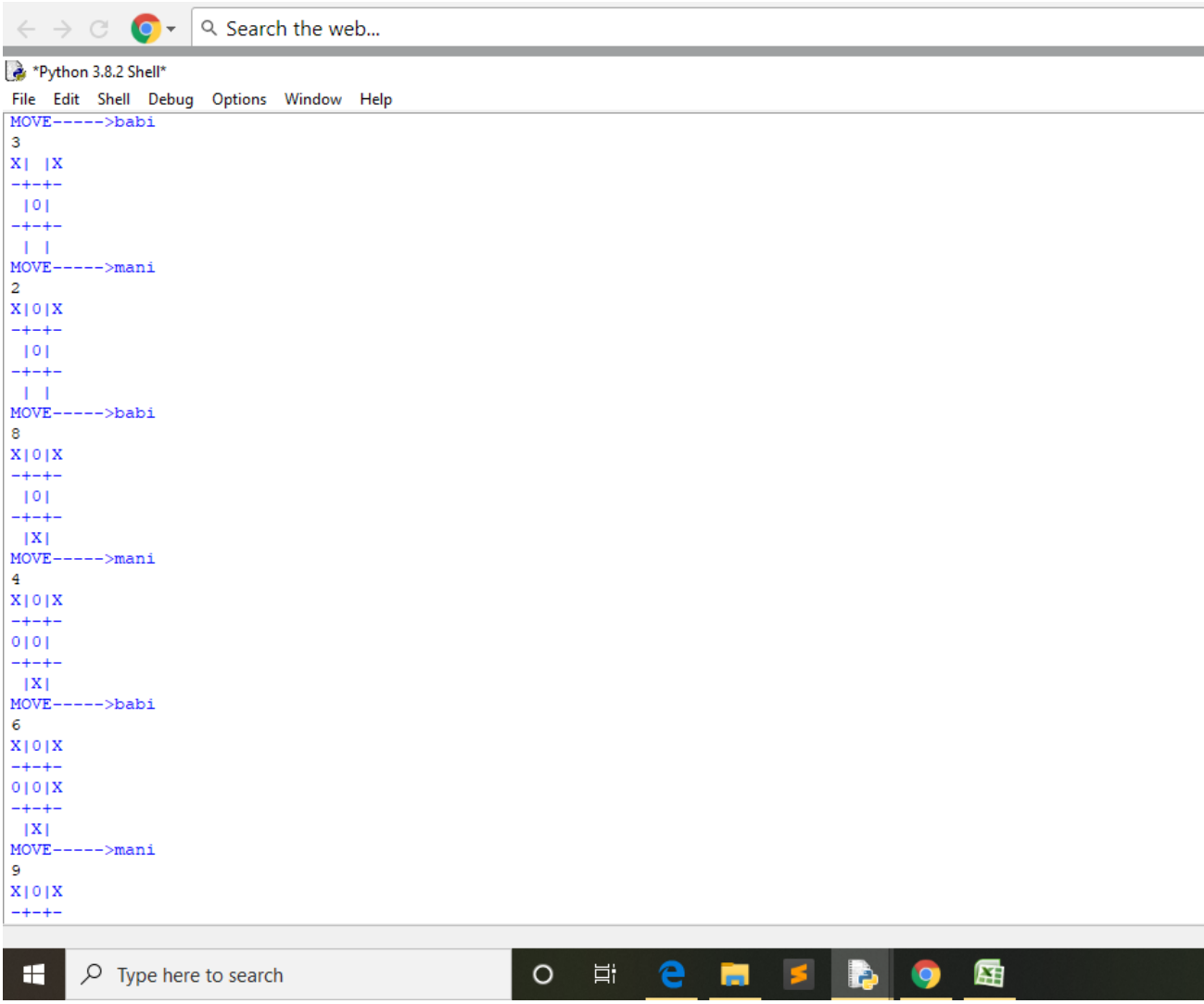

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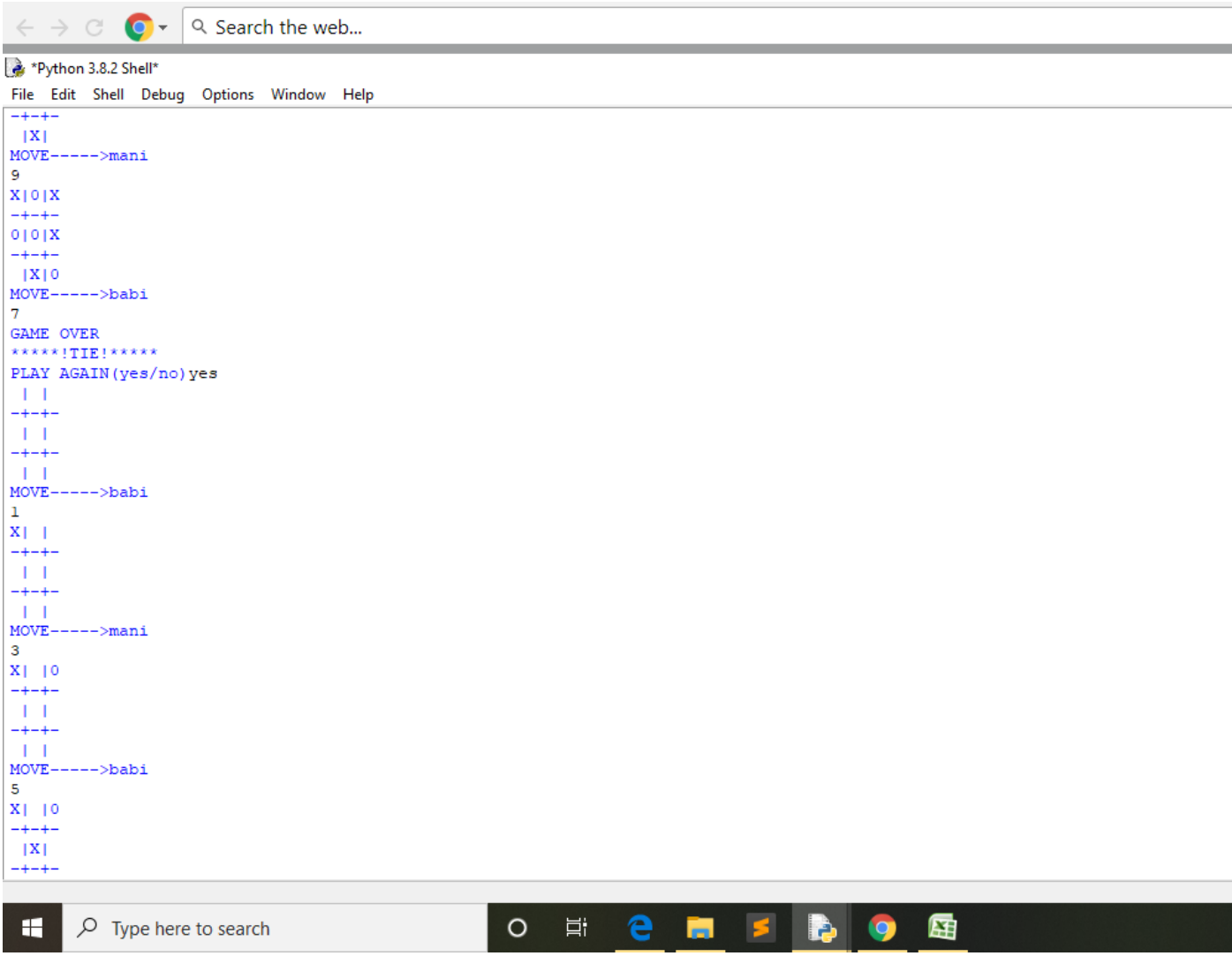

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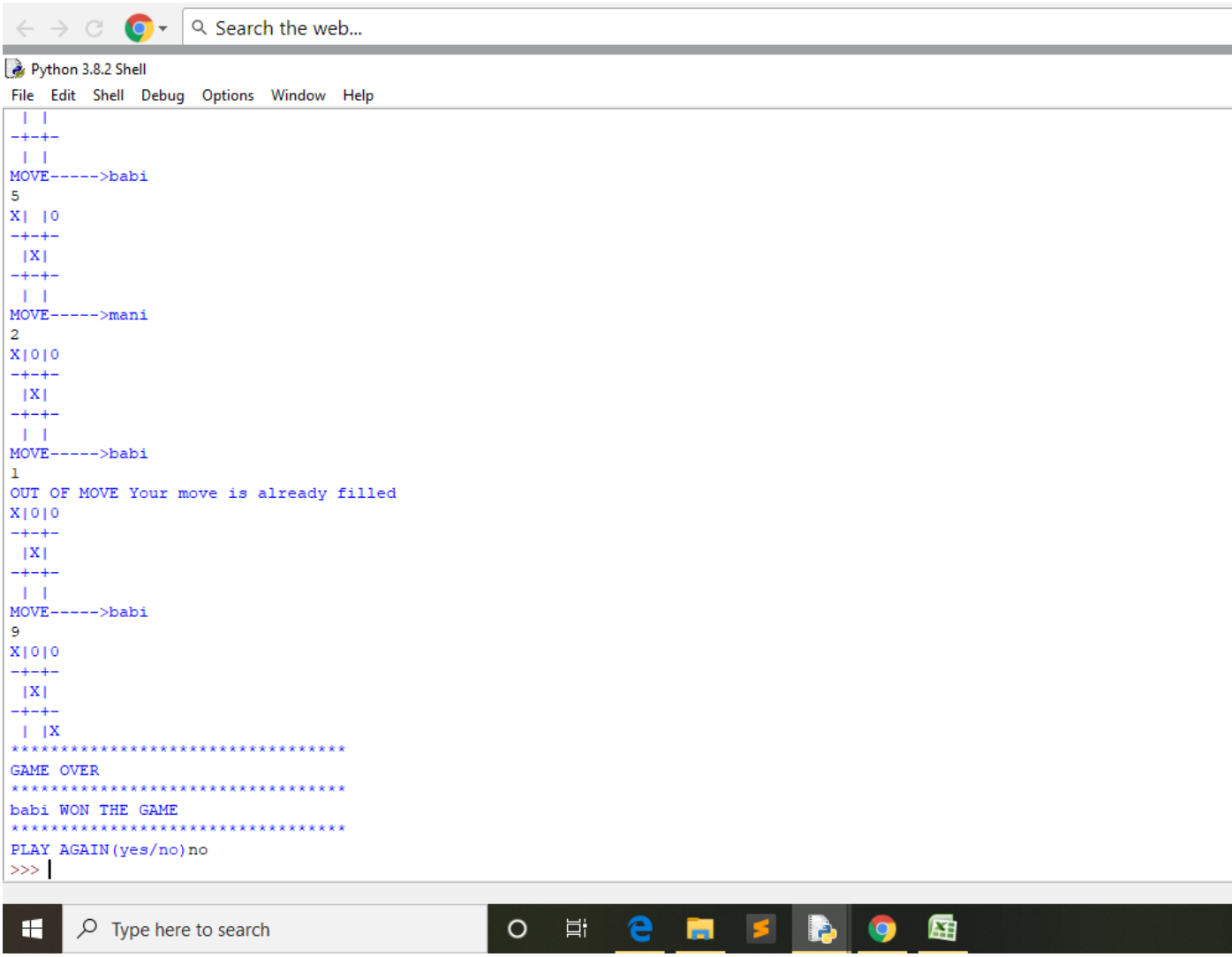
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