TicTacToe by Bikram Bajwa

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Definitions of the Game Board Setup

x\_mark = " X "

o\_mark = " O "

blank = " "

row0 = [blank, blank, blank]

row1 = [blank, blank, blank]

row2 = [blank, blank, blank]

gameboard = [row0, row1, row2]

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Function to Print The TicTacRoe Game Board

def printBoard():

rows = 0

while (rows < 3):

print(gameboard[rows])

rows = rows + 1

print(" ")

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# Function to Add a Players Move to the Game Board

def addMove (mark, row, col):

gameboard[row][col] = mark

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Main Program Code is Below

# print the starting Board

printBoard()

rowMove = int(input("Player X make a move: row = "))

if(rowMove > 2):

print("Bad row, try again")

rowMove = int(input("Player X make a move: row = "))

if(rowMove < 0):

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colMove = int(input("Player X make a move: col = "))

print (rowMove, colMove)

addMove(x\_mark, rowMove,colMove)

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