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tic tac toe.py - C:\Users\DRKR\Desktop\tic tac toe.py (3.10.5)
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import os
import time

board = [' ',' ',' ',' ',' ',' ',' ',' ',' ']
player = 1

#####win Flags#####
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]))
    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
    else:
        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 b

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*IDLE Shell 3.10.5*
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Python 3.10.5 (tags/v3.10.5:f377153, Jun 6 2022, 16:14:13) [MSC v.1929 64 bit
AMD64] on win32
Type "help", "copyright", "credits" or "license()" for more information.

>>>
===== RESTART: C:\Users\DRKR\Desktop\tic tac toe.py =====
Tic-Tac-Toe Game Designed By Sourabh Somani
Player 1 [X] --- Player 2 [O]

Please Wait...
| |
_|_|_
| |
_|_|_
| |
| |
Player 1's chance
Enter the position between [1-9] where you want to mark : 3
| | X
_|_|_
| |
_|_|_
| |
Player 2's chance
Enter the position between [1-9] where you want to mark : |

```

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```
Game=Win
#Match Tie or Draw Condition
elif(board[1]!=' ' and board[2]!=' ' and board[3]!=' '):
    Game=Draw
else:
    Game=Running

print("Tic-Tac-Toe Game Designed By Sourabh Somani")
print("Player 1 [X] --- Player 2 [O]\n")
print()
print()
print("Please Wait...")
time.sleep(3)
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 = 'O'
    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):
```

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===== RESTART: C:/Users/DRKR/Desktop/tic tac toe.py =====

Tic-Tac-Toe Game Designed By Sourabh Somani

Player 1 [X] --- Player 2 [O]

Please Wait...

```
| | | |
|_|_|_|
|_|_|_|
|_|_|_|
```

Player 1's chance

Enter the position between [1-9] where you want to mark : 3

```
| | X
|_|_|_|
|_|_|_|
|_|_|_|
```

Player 2's chance

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

```
| | X
|_|_|_|
|_|_|_|
|_|_|_|
```

Player 1's chance

Enter the position between [1-9] where you want to mark : 5

```
| | X
|_|_|_|
|_|_|_|
|_|_|_|
```

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    else:
        Game=Running

print("Tic-Tac-Toe Game Designed By Sourabh Somani")
print("Player 1 [X] --- Player 2 [O]\n")
print()
print()
print("Please Wait...")
time.sleep(3)
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 = 'O'
    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")
    else:
        print("Player 2 Won")

```