def main():

print()

print ("Tic Tac Toe")

print()

#grid start

from itertools import zip\_longest

lets = list("."\*436)

def table(it, rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

#first board

import re

import string

letters = []

a = "####################"

b = "####################"

c = "######################"

d = "######################"

lets [120:140:1] = a

lets [280:300:1] = b

lets [6:435:20] = c

lets [13:435:20] = d

letters = []

print()

print("ONE")

tt = "###################"

lets [60:79:1] = tt

#the o's: 0,0

p0 = "x#"

p1 = "x.#x"

p2 = "x.#x"

p3 = "x.#x"

p4 = "x#"

lets [41:81:20] = p0

lets [22:102:20] = p1

lets [23:103:20] = p2

lets [24:104:20] = p3

lets [45:85:20] = p4

#the o's 1,0

s0 = "x#"

s1 = "x.#x"

s2 = "x.#x"

s3 = "x.#x"

s4 = "x#"

lets [48:88:20] = s0

lets [29:109:20] = s1

lets [30:110:20] = s2

lets [31:111:20] = s3

lets [52:92:20] = s4

#the o's: 2,0

v0 = "x#"

v1 = "x.#x"

v2 = "x.#x"

v3 = "x.#x"

v4 = "x#"

lets [55:95:20] = v0

lets [36:116:20] = v1

lets [37:117:20] = v2

lets [38:118:20] = v3

lets [59:99:20] = v4

#the o's: 1,1

t0 = "xx"

t1 = "x..x"

t2 = "x..x"

t3 = "x..x"

t4 = "xx"

lets [208:248:20] = t0

lets [189:269:20] = t1

lets [190:270:20] = t2

lets [191:271:20] = t3

lets [212:252:20] = t4

#x symbol (0,2)

g0 = "x"

g1 = "x"

g2 = "x"

g3 = "x"

g4 = "x"

g5 = "x"

g6 = "x"

g7 = "x"

g8 = "x"

lets [62+320] = g0

lets [43+320] = g1

lets [24+320] = g2

lets [22+320] = g3

lets [64+320] = g4

lets [5+320] = g5

lets [1+320] = g6

lets [81+320] = g7

lets [85+320] = g8

#x symbol (2,2)

o0 = "x"

o1 = "x"

o2 = "x"

o3 = "x"

o4 = "x"

o5 = "x"

o6 = "x"

o7 = "x"

o8 = "x"

lets [62+320+14] = o0

lets [43+320+14] = o1

lets [24+320+14] = o2

lets [22+320+14] = o3

lets [64+320+14] = o4

lets [5+320+14] = o5

lets [1+320+14] = o6

lets [81+320+14] = o7

lets [85+320+14] = o8

#the formula

def table (it,rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import string

alphabet = string.ascii\_letters + string.punctuation

for i in range (20):

import re

i += 1

" ".join(lets)

lets

" ".join(lets)

for t in table(lets, 20):

print(\*t)

#grid end

#second board

#grid start

from itertools import zip\_longest

lets = list("."\*436)

def table(it, rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

#second board

import re

import string

letters = []

a = "####################"

b = "####################"

c = "######################"

d = "######################"

lets [120:140:1] = a

lets [280:300:1] = b

lets [6:435:20] = c

lets [13:435:20] = d

uu = "####################"

lets [17:407:20] = uu

print()

print()

print()

print("TWO")

#x symbol (1,0)

h0 = "x"

h1 = "x"

h2 = "x"

h3 = "x"

h4 = "x"

h5 = "x"

h6 = "x"

h7 = "x"

h8 = "x"

lets [62+7] = h0

lets [43+7] = h1

lets [24+7] = h2

lets [22+7] = h3

lets [64+7] = h4

lets [5+7] = h5

lets [1+7] = h6

lets [81+7] = h7

lets [85+7] = h8

#the o's: 2,0

v0 = "xx"

v1 = "x..x"

v2 = "####"

v3 = "x..x"

v4 = "xx"

lets [55:95:20] = v0

lets [36:116:20] = v1

lets [37:117:20] = v2

lets [38:118:20] = v3

lets [59:99:20] = v4

#the o's: 1,1

t0 = "xx"

t1 = "x..x"

t2 = "x..x"

t3 = "x..x"

t4 = "xx"

lets [208:248:20] = t0

lets [189:269:20] = t1

lets [190:270:20] = t2

lets [191:271:20] = t3

lets [212:252:20] = t4

#the o's: 2,1

w0 = "xx"

w1 = "x..x"

w2 = "####"

w3 = "x..x"

w4 = "xx"

lets [215:255:20] = w0

lets [196:276:20] = w1

lets [197:277:20] = w2

lets [198:278:20] = w3

lets [219:259:20] = w4

#x symbol (0,2)

g0 = "x"

g1 = "x"

g2 = "x"

g3 = "x"

g4 = "x"

g5 = "x"

g6 = "x"

g7 = "x"

g8 = "x"

lets [62+320] = g0

lets [43+320] = g1

lets [24+320] = g2

lets [22+320] = g3

lets [64+320] = g4

lets [5+320] = g5

lets [1+320] = g6

lets [81+320] = g7

lets [85+320] = g8

#x symbol (1,2)

l0 = "x"

l1 = "x"

l2 = "x"

l3 = "x"

l4 = "x"

l5 = "x"

l6 = "x"

l7 = "x"

l8 = "x"

lets [62+320+7] = l0

lets [43+320+7] = l1

lets [24+320+7] = l2

lets [22+320+7] = l3

lets [64+320+7] = l4

lets [5+320+7] = l5

lets [1+320+7] = l6

lets [81+320+7] = l7

lets [85+320+7] = l8

#the o's: 2,2

y0 = "xx"

y1 = "x..x"

y2 = "####"

y3 = "x..x"

y4 = "xx"

lets [375:415:20] = y0

lets [356:436:20] = y1

lets [357:437:20] = y2

lets [358:438:20] = y3

lets [379:419:20] = y4

#the formula

def table (it,rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import string

alphabet = string.ascii\_letters + string.punctuation

for i in range (20):

import re

i += 1

" ".join(lets)

lets

" ".join(lets)

for t in table(lets, 20):

print(\*t)

#grid end

#grid start

#third board

from itertools import zip\_longest

lets = list("."\*436)

def table(it, rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import re

import string

letters = []

a = "####################"

b = "####################"

c = "######################"

d = "######################"

lets [120:140:1] = a

lets [280:300:1] = b

lets [6:435:20] = c

lets [13:435:20] = d

print()

print()

print()

print("THREE")

vv0 = "#"

vv1 = "#"

vv2 = "#"

vv3 = "#"

vv4 = "#"

vv5 = "#"

vv6 = "#"

vv7 = "#"

vv8 = "#"

vv9 = "#"

vv10 = "#"

vv11 = "#"

vv12 = "#"

vv13 = "#"

vv14 = "#"

vv15 = "#"

vv16 = "#"

vv17 = "#"

vv18 = "#"

vv19 = "#"

lets [19] = vv0

lets [38] = vv1

lets [57] = vv2

lets [76] = vv3

lets [95] = vv4

lets [114] = vv5

lets [133] = vv6

lets [152] = vv7

lets [171] = vv8

lets [190] = vv9

lets [209] = vv10

lets [228] = vv11

lets [247] = vv12

lets [266] = vv13

lets [285] = vv14

lets [304] = vv15

lets [323] = vv16

lets [342] = vv17

lets [361] = vv18

lets [380] = vv19

#x symbol (0,0)

e0 = "x"

e1 = "x"

e2 = "x"

e3 = "x"

e4 = "x"

e5 = "x"

e6 = "x"

e7 = "x"

e8 = "x"

lets [62] = e0

lets [43] = e1

lets [24] = e2

lets [22] = e3

lets [64] = e4

lets [5] = e5

lets [1] = e6

lets [81] = e7

lets [85] = e8

#x symbol (1,0)

h0 = "x"

h1 = "x"

h2 = "x"

h3 = "x"

h4 = "x"

h5 = "x"

h6 = "x"

h7 = "x"

h8 = "x"

lets [62+7] = h0

lets [43+7] = h1

lets [24+7] = h2

lets [22+7] = h3

lets [64+7] = h4

lets [5+7] = h5

lets [1+7] = h6

lets [81+7] = h7

lets [85+7] = h8

#the o's: 2,0

v0 = "xx"

v1 = "x.#x"

v2 = "x#.x"

v3 = "#..x"

v4 = "xx"

lets [55:95:20] = v0

lets [36:116:20] = v1

lets [37:117:20] = v2

lets [38:118:20] = v3

lets [59:99:20] = v4

#the o's: 1,1

t0 = "x#"

t1 = "x#.x"

t2 = "#..x"

t3 = "x..x"

t4 = "xx"

lets [208:248:20] = t0

lets [189:269:20] = t1

lets [190:270:20] = t2

lets [191:271:20] = t3

lets [212:252:20] = t4

#the o's (0,2)

r0 = "#x"

r1 = "#..x"

r2 = "x..x"

r3 = "x..x"

r4 = "xx"

lets [361:401:20] = r0

lets [342:422:20] = r1

lets [343:423:20] = r2

lets [344:424:20] = r3

lets [365:405:20] = r4

#the formula

def table (it,rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import string

alphabet = string.ascii\_letters + string.punctuation

for i in range (20):

import re

i += 1

" ".join(lets)

lets

" ".join(lets)

for t in table(lets, 20):

print(\*t)

#start game

#grid start

#start game

from itertools import zip\_longest

lets = list("."\*440)

def table(it, rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import re

import string

letters = []

print()

print()

print()

print("START")

#the structure

a = "####################"

b = "####################"

c = "######################"

d = "######################"

lets [120:140:1] = a

lets [280:300:1] = b

lets [6:435:20] = c

lets [13:435:20] = d

#the formula

def table (it,rows):

return zip\_longest(\*[it[i:i+rows] for i in range(0, len(it), rows)], fillvalue=" ")

import re

import string

alphabet = string.ascii\_letters + string.punctuation

for i in range (20):

import re

i += 1

" ".join(lets)

lets

" ".join(lets)

for t in table(lets, 20):

print(\*t)

#grid end

#introduction

print()

print("Welcome to TicTacToe! The game of naughts and crosses\n",)

print ("where you play against the computer to win by scoring\n",)

print("three in a row! Play with coordinates i = 0,1,2 and j = 0,1,2 to win!\n",)

print()

print("Player 1: Computer is O.\n",)

print("Player 2: User is X.\n",)

print("Computer goes first.\n",)

print()

import random

import string

hh = 0

while hh < 5:

com\_0 = []

com\_1 = []

com\_0 = ["(0,0)","(0,1)","(0,2)","(1,0)","(1,1)","(1,2)","(2,0)","(2,1)","(2,2)"]

com\_1 = ["(0,0)", "(0,2)", "(1,1)", "(2,0)", "(2,2)"]

com\_0 = random.choice (com\_0)

com\_1 = random.choice (com\_1)

#random.choice(com\_1)

aa = 0

bb = 0

cc = 0

dd = 0

i = 0

j = 0

elem = 0

aa = com\_1

print ("Player 1: (1,1)") == aa

##set(com\_1).pop()

bb = input("Player 2: ")

print ()

print ()

##cc = random.choice(com\_0)

cc = com\_1

print("Player 1: ", end = "" ) == cc

if bb == "(0,0)":

print ("(0,2)")

if bb == "(0,1)":

print ("(0,0)")

if bb == "(0,2)":

print ("(2,2)")

if bb == "(1,0)":

print ("(2,0)")

if bb == "(1,2)":

print ("(2,2)")

if bb == "(2,0)":

print ("(2,2)")

if bb == "(2,1)":

print ("(2,0)")

if bb == "(2,2)":

print ("(0,2)")

dd = input("Player 2: ")

print()

ee = com\_1

print ("Player 1: ", end= "") == ee

if bb + dd == "(0,0)" + "(0,1)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(0,0)" + "(0,2)":

print ("(0,1)\n", "Player 1 wins!")

if bb + dd == "(0,0)" + "(1,0)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(0,0)" + "(1,2)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(0,0)" + "(2,0)":

print ("(1,2)\n", "Player 1 / Player 2 tie!")

#winning move

if bb + dd == "(0,0)" + "(2,1)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(0,0)" + "(2,2)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(0,2)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(1,0)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(1,2)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(2,0)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(2,1)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(2,2)":

print ("(2,0)\n", "Player 1 wins!")

#winning move

if bb + dd == "(0,2)" + "(0,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(0,2)" + "(1,0)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(0,2)" + "(1,2)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(0,2)" + "(2,0)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(0,2)" + "(2,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(0,2)" + "(0,0)":

print ("(0,1)")

#winning move

if bb + dd == "(1,0)" + "(0,0)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(1,0)" + "(0,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(1,0)" + "(0,2)":

print ("(2,2)\n", "Player 1 / Player 2 tie!")

if bb + dd == "(1,0)" + "(1,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(1,0)" + "(2,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(1,0)" + "(2,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(1,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(2,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(2,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(0,1)" + "(0,2)":

print ("(2,2)\n", "Player 1 wins!")

#winning move

if bb + dd == "(1,2)" + "(0,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(1,2)" + "(0,2)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(1,2)" + "(1,0)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(1,2)" + "(2,0)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(1,2)" + "(2,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(1,2)" + "(0,0)":

print ("(2,0)\n", "Player 1 wins!")

#winning move

if bb + dd == "(2,0)" + "(0,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(2,0)" + "(0,2)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(2,0)" + "(1,0)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(2,0)" + "(1,2)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(2,0)" + "(2,1)":

print ("(0,0)\n", "Player 1 wins!")

if bb + dd == "(2,0)" + "(0,0)":

print ("(1,0)")

#winning move

if bb + dd == "(2,1)" + "(0,0)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(2,1)" + "(0,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(2,1)" + "(1,0)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(2,1)" + "(1,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(2,1)" + "(2,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd == "(2,1)" + "(0,2)":

print ("(0,0)")

#winning move

if bb + dd == "(2,2)" + "(0,0)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd == "(2,2)" + "(0,1)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(2,2)" + "(1,0)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(2,2)" + "(1,2)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(2,2)" + "(2,1)":

print ("(2,0)\n", "Player 1 wins!")

if bb + dd == "(2,2)" + "(2,0)":

print ("(0,1)")

#winning move

ff = com\_1

ff = input ("Player 2: ")

print()

print ("Player 1: ", end = "")

if bb + dd + ff == "(0,0)" + "(2,0)" + "(1,0)":

print ("(1,2)\n", "Player 1 wins!")

if bb + dd + ff == "(0,0)" + "(2,0)" + "(2,1)":

print ("(1,2)\n", "Player 1 wins!")

if bb + dd + ff == "(0,0)" + "(2,0)" + "(2,2)":

print ("(1,2)\n", "Player 1 wins!")

if bb + dd + ff == "(0,0)" + "(2,0)" + "(1,2)":

print ("(0,1)\n", "Player 1 / Player 2 tie!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(0,2)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(2,1)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(1,2)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(1,0)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(1,0)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(1,2)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(2,0)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(0,1)" + "(2,2)" + "(2,1)":

print ("(1,0)\n", "Player 1 / Player 2 tie!")

if bb + dd + ff == "(0,2)" + "(0,0)" + "((2,0)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(2,0)" + "(0,0)" + "(0,1)":

print ("(1,2)\n", "Player 1 wins!")

if bb + dd + ff == "(2,0)" + "(0,0)" + "(2,1)":

print ("(1,2)\n", "Player 1 wins!")

if bb + dd + ff == "(2,0)" + "(0,0)" + "(1,2)":

print ("(0,2)\n", "Player 1 / Player 2 tie!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(0,0)":

print ("(0,2)\n)", "Player 1 wins!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(0,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(1,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(2,1)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(2,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(1,0)" + "(2,1)" + "(2,2)":

print ("(0,2)\n", "Player 1 wins!")

if bb + dd + ff == "(2,1)" + "(0,2)" + "(0,1)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(2,1)" + "(0,2)" + "(1,0)":

print ("(2,2)\n", "Player 1 wins!")

if bb + dd + ff == "(2,1)" + "(0,2)" + "(2,2)":

print ("1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(2,1)" + "(0,2)" + "(0,2)":

print ("(1,0)\n", "Player 1 wins!")

if bb + dd + ff == "(2,2)" + "(2,0)" + "(0,0)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(2,2)" + "(2,0)" + "(1,0)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(2,2)" + "(2,0)" + "(1,2)":

print ("(2,1)\n", "Player 1 wins!")

if bb + dd + ff == "(2,2)" + "(2,0)" + "(2,1)":

print ("(1,2)\n", "Player 2 wins!")

print ()

print ("Play again Y/N?", end= " ")

az = input ()

print()

if (az) == "Y":

hh += 1

else:

print ("Goodbye.")

print ()

print ("Thanks for playing TicTacToe.")

quit()

########################