

## Lab 2.06 - Tic-Tac-Toe Revisited

### Implement the Tic Tac Toe game using a single list

Create this game again using lists and indexes. Updated rules are below.

- Allow users to keep playing (max 9 times).
- Print the diagram before play begins:

```
1 | 2 | 3
-----
4 | 5 | 6
-----
7 | 8 | 9
```

- Use variables to decide whose turn it is. Greet the players as "X's" or "O's".
- User picks a location on the board by entering a number.
- Depending on the location that the user chose, update the corresponding board position.
- Print the updated board out.
- You will not need to determine the winner at this point.

### Bonus

There are eight possible ways to win a Tic-Tac-Toe game.

- After each turn in the game, check to see if the most recent player has won the game.
- Print appropriate messages if the X's player wins, or if the O's player wins.
- If no one has won the game after 9 moves, declare the game to be a draw.