Daniel Gopal

TicTACToe

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

# 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(" ")

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

# 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):

print("Bad row, try again")

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 = "))

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

if(colMove > 2):

print("Bad col, try again")

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

if(colMove < 0):

print("Bad col, try again")

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

if(colMove > 2):

print("Bad col, try again")

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

print (rowMove, colMove)

if (gameboard[rowMove][colMove] != blank):

print("Move spot is already taken! Try again...")

addMove(x\_mark, rowMove,colMove)

printBoard()

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

if(rowMove > 2):

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

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if(colMove > 2):

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

print (rowMove, colMove)

if (gameboard[rowMove][colMove] != blank):

print("Move spot is already taken! Try again...")

addMove(o\_mark, rowMove,colMove)

printBoard()

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

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print (rowMove, colMove)

if (gameboard[rowMove][colMove] != blank):

print("Move spot is already taken! Try again...")

addMove(x\_mark, rowMove,colMove)

printBoard()

continueGame = True

while (continueGame == True):

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

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

#

# check for a winning combination

#

#def for win goes.......

playerxWins = False

if((gameBoard[0][0] == x\_mark) and (gameBoard[1][1] == x\_mark) and (gameBoard[2][2] == x\_mark)):

playerxWins = True

playerOWins = False

if((gameBoard[0][0] == o\_mark) and (gameBoard[1][1] == o\_mark) and (gameBoard[2][2] == o\_mark)):

playerOWins = True

# END OF PROGRAM