board = ['-'] \* 9

def DisplayBoard():

print("|", board[0], "|", board[1], "|", board[2], "|")

print("|", board[3], "|", board[4], "|", board[5], "|")

print("|", board[6], "|", board[7], "|", board[8], "|")

player1 = "X"

player2 = "O"

def check\_conditions(player):

conditions = [

[0, 1, 2], [3, 4, 5], [6, 7, 8], [0, 3, 6],

[1, 4, 7], [2, 5, 8], [0, 4, 8], [2, 4, 6]

]

for check in conditions:

if board[check[0]] == player and board[check[1]] == player and board[check[2]] == player:

return True

return False

def StartGame():

DisplayBoard()

while True:

while True:

player1\_option = input(f"{player1}, Enter Your Position (1-9): ")

if player1\_option not in [str(i) for i in range(1, 10)]:

print("Please Enter a number between 1-9")

continue

if board[int(player1\_option) - 1] == "-":

board[int(player1\_option) - 1] = player1

DisplayBoard()

if check\_conditions(player1):

print(f'Winner: {player1}')

exit()

break

else:

print("This Place is not Empty!")

if len([i for i in board if i == '-']) == 0:

print('Draw!')

exit()

while True:

player2\_option = input(f"{player2}, Enter Your Position (1-9): ")

if player2\_option not in [str(i) for i in range(1, 10)]:

print("Please Enter a number between 1-9")

continue

if board[int(player2\_option) - 1] == "-":

board[int(player2\_option) - 1] = player2

DisplayBoard()

if check\_conditions(player2):

print(f'Winner: {player2}')

exit()

break

else:

print("This Place is not Empty!")

if len([i for i in board if i == '-']) == 0:

print('Draw!')

exit()

play\_again = input("Do You Want to Play Again [y/n]: ")

if play\_again.lower() == "y":

board = ['-'] \* 9

print(StartGame())

else:

exit()