Dylan

My Tic Tac Toe game code

# Definitions of the Game Board Setup

x\_mark = "X"

o\_mark = "O"

blank = " "

# Setup and display of a single row

boardRow0 = [blank, blank, blank]

boardRow1 = [blank, blank, blank]

boardRow2 = [blank, blank, blank]

# Prints the first three rows.

boardRow0 = [blank, blank, blank]

print (boardRow0)

boardRow1 = [blank, blank, blank]

print (boardRow1)

boardRow2 = [blank, blank, blank]

print (boardRow2)

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORo = input("X or O =")

if xORo == x\_mark or xORo == o\_mark:

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

elif ((xORo != x\_mark ) or (xORo != o\_mark)) :

print ("Mark must be either X or O. Please try again")

if xORo == x\_mark or xORo == o\_mark:

if (rowMove == 0):

boardRow0[colMove] = xORo

if (rowMove == 1):

boardRow1[colMove] = xORo

if (rowMove == 2):

boardRow2[colMove] = xORo

#if (rowMove > 2) or (colMove > 2) or (rowMove < 0) or (rowMove < 0) :

# print ("Invalid Input, Please Start Over")

#Prints the rows with the input

if xORo == x\_mark or xORo == o\_mark:

print (boardRow0)

print (boardRow1)

print (boardRow2)