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from boardClass import *

def checkWin(board):
    if board.position[0][0] == board.position[0][1] ==
board.position[0][2] and board.position[0][0] != " ":
        print(board.position[0][0] + " Wins!")
        return False

    elif board.position[1][0] == board.position[1][1] ==
board.position[1][2] and board.position[1][0] != " ":
        print(board.position[1][0] + " Wins!")
        return False

    elif board.position[2][0] == board.position[2][1] ==
board.position[2][2] and board.position[2][0] != " ":
        print(board.position[2][0] + " Wins!")
        return False

    elif board.position[0][0] == board.position[1][0] ==
board.position[2][0] and board.position[0][0] != " ":
        print(board.position[0][0] + " Wins!")
        return False

    elif board.position[0][1] == board.position[1][1] ==
board.position[2][1] and board.position[0][1] != " ":
        print(board.position[0][1] + " Wins!")
        return False

    elif board.position[0][2] == board.position[1][2] ==
board.position[2][2] and board.position[0][2] != " ":
        print(board.position[0][2] + " Wins!")
        return False

    elif board.position[0][0] == board.position[1][1] ==
board.position[2][2] and board.position[0][0] != " ":
        print(board.position[0][0] + " Wins!")
        return False

    elif board.position[0][2] == board.position[1][0] ==
board.position[2][0] and board.position[0][2] != " ":
        print(board.position[0][0] + " Wins!")
        return False

    return True

def displayBoard(board):
    print(board)

```