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import boardClass

from functions import checkWin
from functions import displayBoard as showBoard

def main():
    board = boardClass.Board()
    game = True
    while game:
        while True:
            move = input("X turn, where would you like to go? Please write
the row number and then column number separated by a space.\n").split()
            value = board.turnMove(int(move[0])-1, int(move[1])-1, "X")
            showBoard(board)
            game = checkWin(board)
            if value == 0:
                break
        if not game:
            break

        while True:
            move = input("O turn, where would you like to go? Please write
the row number and then column number separated by a space.\n").split()
            value = board.turnMove(int(move[0])-1, int(move[1])-1, "O")
            showBoard(board)
            game = checkWin(board)
            if value == 0:
                break

main()

```