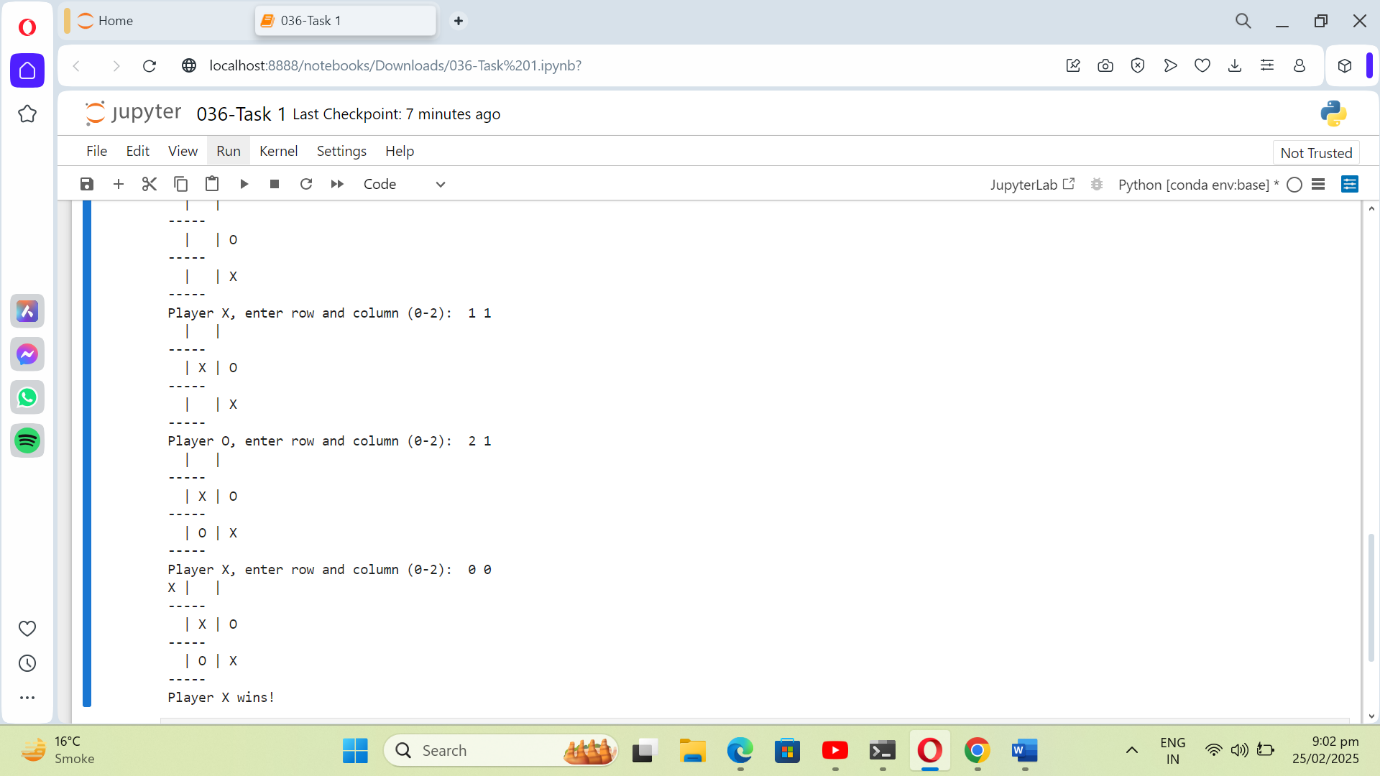
**Fatima Shafique**

**SU92 BSAIM S24-036**

**TASK : 1**

* The code implements a two-player Tic-Tac-Toe game using a 3x3 board, where players alternate turns to place marks and the game checks for a winner or draw. Key methods include check \_ winner() to determine victory and is \_ full() to detect a draw.

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