import random

board=["-","-","-",

       "-","-","-",

       "-","-","-"]

currentPlayer="X"

winner=None

gameRunning=True

#game board

def printBoard(board):

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

    print("\_\_\_\_\_\_\_\_\_\_\_")

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

    print("\_\_\_\_\_\_\_\_\_\_\_")

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

    print("\_\_\_\_\_\_\_\_\_\_\_")

#take player input

def playerInput(board):

    inp=int(input("select a spot 1-9:"))

    if board[inp-1]=="-":

        board[inp-1]=currentPlayer

    else:

        print("oops player is already at the spot:")

#check for win or tie

def checkHorizontal(board):

    global winner

    if board[0]==board[1]==board[2] and board[0]!="-":

        winner=board[0]

        return True

    elif board[3]==board[4]==board[5] and board[3]!="-":

        winner=board[3]

        return True

    elif board[6]==board[7]==board[8] and board[6]!="-":

        winner=board[6]

        return True

def checkRow(board):

    global winner

    if board[0]==board[3]==board[6] and board[0]!="-":

        winner=board[0]

        return True

    elif board[1]==board[4]==board[7] and board[1]!="-":

        winner=board[1]

        return True

    elif board[2]==board[5]==board[8] and board[2]!="-":

        winner=board[2]

        return True

def checkDiag(board):

    global winner

    if board[0]==board[4]==board[8] and board[0]!="-":

        winner=board[0]

        return True

    elif board[2]==board[4]==board[6] and board[4]!="-":

        winner=board[4]

        return True

def checkIfWin(board):

    global gameRunning

    if checkHorizontal(board):

        printBoard(board)

        print(f"the winner is {winner}!")

        gameRunning=False

    elif checkRow(board):

        printBoard(board)

        print(f"the winner is {winner}!")

        gameRunning=False

def checkIfTie(board):

    global gameRunning

    if "-" not in board:

        printBoard(board)

        print(f"It is a tie!")

        gameRunning=False

#switch player

def switchPlayer():

    global currentPlayer

    if currentPlayer=="X":

        currentPlayer="O"

    else:

        currentPlayer="X"

def computer(board):

    while currentPlayer=="O":

        position=random.randit(0,8)

        if board[position]==" ":

            board[position]="O"

            switchPlayer()

while gameRunning:

    printBoard(board)

    playerInput(board)

    checkIfWin(board)

    checkIfTie(board)

    switchPlayer()

    checkIfWin(board)

    checkIfTie(board)