**TicTacToe (Python) Code Explanation**

**1. Class aur Initialization**

class TicTacToe:

Ye class ek game banati hai. Jab new game banti hai to board create hota

hai (sare cells khali). Game hamesha “X” se start hota hai.

**2. Board Show Karna**

def show\_board(self):

...

Ye function board ko screen pe print karta hai, row by row. Har row me

“|” separator hota hai aur neeche line draw hoti hai.

**3. Mark Place Karna**

def place\_mark(self, position):

...

Ye check karta hai ke jo cell choose kiya hai wo khali hai ya nahi. Agar

khali hai to mark dal deta hai, warna error message deta hai.

**4. Player Change Karna**

def change\_player(self):

...

Ye player ko X se O ya O se X change karta hai.

**5. Winner Check Karna**

def check\_winner(self):

...

Ye function rows, columns aur diagonals check karta hai. Agar sab cells

same hain to winner mil jata hai.

**6. Draw Check**

def is\_draw(self):

return " " not in self.board

Agar board me koi khali cell nahi bacha aur winner bhi nahi mila to game

draw ho jata hai.

**7. Game Start Karna**

def start\_game(self):

...

Ye main loop hai jo players se input leta hai. Move dalta hai, board

update karta hai aur winner/draw check karta hai. Agar game end hota hai

to loop break ho jata hai.

**8. Main Part**

try:

user\_input = input("Enter board size (e.g., 3 for 3x3): ")

size = int(user\_input)

...

game = TicTacToe(size)

game.start\_game()

Ye user se board size leta hai. Agar size valid nahi hai to default 3x3

board banata hai. Phir game start ho jata hai.