# Call print\_map to show map state

def print\_map(game\_map=None):

print('----Map----')

for line in game\_map:

print(' {} | {} | {}'.format(line[0], line[1], line[2]))

print('-----------')

game\_map = [['.', '.', '.'],['.', '.', '.'],['.', '.', '.']]

# (empty:'.' / player1:'O' / player2:'X')

# Write your code...

#

#