print("\*" \* 10, " Игра Крестики-нолики для двух игроков ", "\*" \* 10)  
  
board = list(range(1,10))  
  
def draw\_board(board):  
 print("-" \* 13)  
 for i in range(3):  
 print("|", board[0+i\*3], "|", board[1+i\*3], "|", board[2+i\*3], "|")  
 print("-" \* 13)  
  
def take\_input(player\_token):  
 valid = False  
 while not valid:  
 player\_answer = input("Куда поставим " + player\_token+"? ")  
 try:  
 player\_answer = int(player\_answer)  
 except:  
 print("Некорректный ввод. Вы уверены, что ввели число?")  
 continue  
 if player\_answer >= 1 and player\_answer <= 9:  
 if(str(board[player\_answer-1]) not in "XO"):  
 board[player\_answer-1] = player\_token  
 valid = True  
 else:  
 print("Эта клетка уже занята!")  
 else:  
 print("Некорректный ввод. Введите число от 1 до 9.")  
  
def check\_win(board):  
 win\_coord = ((0,1,2), (3,4,5), (6,7,8), (0,3,6), (1,4,7), (2,5,8), (0,4,8), (2,4,6))  
 for each in win\_coord:  
 if board[each[0]] == board[each[1]] == board[each[2]]:  
 return board[each[0]]  
 return False  
  
def main(board):  
 counter = 0  
 win = False  
 while not win:  
 draw\_board(board)  
 if counter % 2 == 0:  
 take\_input("X")  
 else:  
 take\_input("O")  
 counter += 1  
 if counter > 4:  
 tmp = check\_win(board)  
 if tmp:  
 print(tmp, "выиграл!")  
 win = True  
 break  
 if counter == 9:  
 print("Ничья!")  
 break  
 draw\_board(board)  
main(board)  
  
input("Нажмите Enter для выхода!")