board = [" " for \_ in range(9)]

def print\_board():

print(f"{board[0]} | {board[1]} | {board[2]}")

print("--+---+--")

print(f"{board[3]} | {board[4]} | {board[5]}")

print("--+---+--")

print(f"{board[6]} | {board[7]} | {board[8]}")

def check\_winner(player):

return ((board[0] == board[1] == board[2] == player) or

(board[3] == board[4] == board[5] == player) or

(board[6] == board[7] == board[8] == player) or

(board[0] == board[3] == board[6] == player) or

(board[1] == board[4] == board[7] == player) or

(board[2] == board[5] == board[8] == player) or

(board[0] == board[4] == board[8] == player) or

(board[2] == board[4] == board[6] == player))

def play\_game():

current\_player = "X"

for turn in range(9):

print\_board()

move = int(input(f"Player {current\_player}, choose a position (1-9): ")) - 1

if board[move] == " ":

board[move] = current\_player

else:

print("Invalid move! Try again.")

continue

if check\_winner(current\_player):

print\_board()

print(f"Player {current\_player} wins!")

return

current\_player = "O" if current\_player == "X" else "X"

print\_board()

print("It's a draw!")

play\_game()