```c
#include <stdio.h>
char board[3][3];
void initializeBoard() {
  int i, j;
  for (i = 0; i < 3; i++) {
    for (j = 0; j < 3; j++) {
      board[i][j] = ' ';
    }
  }
  int count = 1;
  printf("\n\n\t ");

  for (i = 0; i < 3; i++) {
    for (j = 0; j < 3; j++) {
      printf("%d", count++);
      if (j < 2) {
        printf("  |  ");
      }
    }
    if (i < 2)
      printf("\n\t----------------\n\t ");
  }
  printf("\n\n\n");
}
void showBoard(int x, int y) {
  printf("\n\n\t ");
  int i, j;
  for (i = 0; i < 3; i++) {
    for (j = 0; j < 3; j++) {
      printf("%c", board[i][j]);
      if (j < 2) {
        printf("  |  ");
      }
    }
    if (i < 2)
      printf("\n\t----------------\n\t");
  }
  printf("\n\n\n");
}
int updateBoard(int cell, char playerSign) {
  int row = (cell - 1) / 3;
  int col = (cell - 1) % 3;
  int isValid = 1;

  if (board[row][col] != ' ') {
    printf("\n Invalid: Cell is already Filled!\n");
    isValid = 0;
  } else {
    board[row][col] = playerSign;
  }
  showBoard(row, col);
```

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  return isValid;
}
int checkWinner(char sg) {
  if (board[0][0] == sg && board[0][1] == sg && board[0][2] == sg ||
      board[1][0] == sg && board[1][1] == sg && board[1][2] == sg ||
      board[2][0] == sg && board[2][1] == sg && board[2][2] == sg) {
    return 1;
  } else if (board[0][0] == sg && board[1][0] == sg && board[2][0] == sg ||
             board[0][1] == sg && board[1][1] == sg && board[2][1] == sg ||
             board[0][2] == sg && board[1][2] == sg && board[2][2] == sg) {
    return 1;
  } else if (board[0][0] == sg && board[1][1] == sg && board[2][2] == sg ||
             board[0][2] == sg && board[1][1] == sg && board[2][0] == sg) {
    return 1;
  }
  return 0;
}
void playTicTacToe() {
  int gameResult = 0;
  int cell = 0;
  int playCount = 0;
  int updationResult = 1;
  char playerSign = ' ';
  while (!gameResult && playCount < 9) {
    if (playCount % 2 == 0) {
      printf("\n Player 1 [X]:");
      playerSign = 'X';
    } else {
      printf("\n Player 2 [O]:");
      playerSign = 'O';
    }
    scanf("%d", &cell);
    if (cell > 0 && cell < 10) {
      updationResult = updateBoard(cell, playerSign);
      if (updationResult) {
        gameResult = checkWinner(playerSign);
        if (gameResult) {
          printf("\t ***Player %d WOn!!***\n", playerSign == 'X' ? 1 : 2);
        }
        playCount++;
      }
    } else if (cell == -1) {
      printf("\n\tGame Terminated\n");
      return;
    } else {
      printf("\nPlease Enter a Valid cell value\n");
    }
  }
  if (!gameResult && playCount == 9) {
    printf("\n\t*** Draw... ***\n");
  }
  printf("\n\t --- Game Over --- \n");
}
int main() {
```

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    printf("------Tic Tac Toe------\n\n");
    printf("\n * Instruction \n\n");
    printf("\tPlayer 1 sign=X\n");
    printf("\tPlayer 2 sign=O");
    printf("\n\t To exit from game,Enter -1\n");
    printf("\n\n* Cell Number on Board\n");
    initializeBoard();
    char start;
    start = ' ';
    printf(">>>>> Press Enter to start...");
    scanf("%c", &start);
    if (start) {
      int userChoice = 1;
      while (userChoice) {
        playTicTacToe();
        printf("\n* Menu\n");
        printf("\nPress 1 To Restart");
        printf("\nPress 0 for exit");
        printf("\n\nChoice:");
        scanf("%d", &userChoice);
        if (userChoice) {
          initializeBoard();
        }
        printf("\n");
      }
    }
    printf("\n :: Thanks for playing Tic Tac Toe game! :: \n");
    return 0;
  }
```