Python mini project : Tic tac toe

A brief description.

The code contains the following functions:

1. print\_board ()
2. print\_instruction()
3. get\_input()
4. check\_win()
5. quit\_game()
6. play()

In the play() function

* Instructions are printed first.
* An empty list board is created.
* The list is appended with 9 ‘-1’s(default)
* A variable move is created and assigned to zero.
* The following code runs in the infinite loop.
* Board is printed.
* User inputs which starts first “X” or “O”( I’ve added this, since ma’am might ask to add this later.)
* Input is taken from the user using get\_input() function.
* Here 1 = ‘X’ and 0 = ‘O’
* So if the list contains 1 or 0(or it does not contain ‘-1’) it means the place has been allotted.
* So while content of list! = -1 we print invalid input and ask the user to again enter an input.
* Board[] is appended with 1 or 0 based on whether the user inputs X or O
* Move is incremented.
* When move becomes > 4(i.e. minimum number of moves required to determine the winner)
* The winner is found out by calling check\_win() function
* And the game is quit()
* Even after 9 moves( maximum number of moves ) if the game is not over then “no winner” is printed.