import java.util.Scanner;  
  
public class IgraKrestNol {  
 static final char *PLAYER\_1\_SYM* = 'X';  
 static final char *PLAYER\_2\_SYM* = 'O';  
 static final char *NOLL\_POLE* = '\*';  
  
 static final int *SIZE\_X* = 3;  
 static final int *SIZE\_Y* = 3;  
 static char *pole* [] [] = new char[*SIZE\_Y*][*SIZE\_X*];  
 static int *hodIgroka* = 0;  
 static Scanner *scan* = new Scanner(System.*in*);  
 static byte *a*, *b*;  
  
  
 public static void main(String [] args){  
 *InitPole*();  
 *ShowPole*();  
 *hodIgroka* = 1;  
  
 while( *a* > 0 && *b* == 1) {  
 *Hod*();  
 *ShowPole*();  
 *EstMesto*();  
 }  
  
 }  
 static void InitPole(){  
 for(int i = 0; i < *SIZE\_X*; i++){  
 for(int j = 0; j < *SIZE\_Y*; j++){  
 *pole*[i][j] = *NOLL\_POLE*;  
 }  
 }  
 }  
 static void ShowPole(){  
 for(int i = 0; i < *SIZE\_X*; i++){  
 for(int j = 0; j < *SIZE\_Y*; j++){  
 System.*out*.print(*pole*[i][j] + "\t");  
 }  
 System.*out*.println();  
 }  
 }  
 static void IgraIdet(){  
  
  
 }  
 static void Hod(){  
 int x, y;  
 System.*out*.println("Игрок " + *hodIgroka* + ". Введите координаты X: " );  
 x = *scan*.nextInt() - 1;  
 System.*out*.println("Игрок " + *hodIgroka* + ", введите координаты Y: ");  
 y = *scan*.nextInt() - 1;  
 switch (*hodIgroka*) {  
 case 1: *pole*[x][y] = *PLAYER\_1\_SYM*;  
 *hodIgroka* = 2;  
 break;  
 case 2: *pole*[x][y] = *PLAYER\_2\_SYM*;  
 *hodIgroka* = 1;  
 break;  
 }  
  
 }  
 static byte EstMesto(){  
 int i, j;  
 *a* = 0;  
 for (i =0; i<*SIZE\_X*; i++ ){  
 for (j = 0; j<*SIZE\_Y*; j++){  
 if (*pole*[i][j] == *NOLL\_POLE*){  
 *a*++;  
 }  
 }  
 }  
 return *a*;  
 }  
 static byte Pobeda(){  
 for (int i =0; i<*SIZE\_X*; i++ ) {  
 if((*pole*[i][0] == *pole*[i][1] && *pole*[i][0] == *pole*[i][2]) ||  
 (*pole*[0][i] == *pole*[1][i] && *pole*[0][i] == *pole*[2][i]) && *pole*[i][i] != *NOLL\_POLE*){  
 *b* = 1;  
 }  
 else {*b* = 0;}  
 }  
 return *b*;  
 }  
}