```
#include "stdafx.h"
#include <iostream>
#include <vector>
using namespace std;
// Function to display the game board
void displayBoard(const vector<vector<char>>& board)
    for (int i = 0; i < 3; ++i)
        for (int j = 0; j < 3; ++j)
            cout << board[i][j] << " ";</pre>
        cout << endl;</pre>
    }
}
// Function to check if a player has won
bool checkWin(const vector<vector<char>>& board, char player)
{
    for (int i = 0; i < 3; ++i)
        if (board[i][0] == player && board[i][1] == player && board[i][2] == player)
            return true;
        if (board[0][i] == player && board[1][i] == player && board[2][i] == player)
            return true;
    if (board[0][0] == player && board[1][1] == player && board[2][2] == player)
        return true;
    if (board[0][2] == player && board[1][1] == player && board[2][0] == player)
        return true;
    return false;
}
// Function to check if the game is a draw
bool checkDraw(const vector<vector<char>>& board)
    for (int i = 0; i < 3; ++i)
        for (int j = 0; j < 3; ++j)
```

```
if (board[i][j] != 'X' && board[i][j] != '0')
                return false;
            }
        }
    }
    return true;
}
int main()
    bool playAgain = true;
    while (playAgain)
       {
        vector<vector<char>> board(3, vector<char>(3, ' '));
        char currentPlayer = 'X';
        bool gameWon = false;
        bool gameDraw = false;
        cout << "Welcome to Tic-Tac-Toe!" << endl;</pre>
        while (!gameWon && !gameDraw)
              {
            displayBoard(board);
            cout << "Player " << currentPlayer << ", enter your move (1-9): ";</pre>
            int move;
            cin >> move;
            int row = (move - 1) / 3;
            int col = (move - 1) % 3;
            if (board[row][col] != ' ') {
                 cout << "Invalid move. Try again." << endl;</pre>
                 continue;
            }
            board[row][col] = currentPlayer;
            if (checkWin(board, currentPlayer))
                displayBoard(board);
                 cout << "Player " << currentPlayer << " wins!" << endl;</pre>
                gameWon = true;
            } else if (checkDraw(board))
                      {
                 displayBoard(board);
                cout << "It's a draw!" << endl;</pre>
                gameDraw = true;
            }
            currentPlayer = (currentPlayer == 'X') ? '0' : 'X';
        }
        cout << "Do you want to play again? (y/n): ";</pre>
        char response;
```