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import random

def print_board(board):
    for row in board:
        print(" | ".join(row))
        print("-" * 15)
print("          LETS PLAY THE GAME          ")

def check_winner(board, player):
    # Check rows
    for row in board:
        if all(cell == player for cell in row):
            return True

    # Check columns
    for col in range(3):
        if all(board[row][col] == player for row in range(3)):
            return True

    # Check diagonals
    if all(board[i][i] == player for i in range(3)) or all(board[i][2 -
i] == player for i in range(3)):
        return True

    return False

def is_board_full(board):
    return all(cell != ' ' for row in board for cell in row)

def user_move(board):
    while True:
        try:
            move = int(input("Enter your move (1-9): "))
            if 1 <= move <= 9:
                return (move - 1) // 3, (move - 1) % 3
            else:
                print("Invalid move. Please enter a number between 1
and 9.")
        except ValueError:
            print("Invalid input. Please enter a number between 1 and
9.")

def computer_move(board):
    empty_cells = [(row, col) for row in range(3) for col in range(3)
if board[row][col] == ' ']
    return random.choice(empty_cells)

def tic_tac_toe():
    board = [[' ' for _ in range(3)] for _ in range(3)]
    user_symbol = 'X'
    computer_symbol = 'O'

    while True:
        print_board(board)

        # User move
        user_row, user_col = user_move(board)
        board[user_row][user_col] = user_symbol

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if check_winner(board, user_symbol):
    print_board(board)
    print("Congratulations! You win!")
    break

if is_board_full(board):
    print_board(board)
    print("It's a tie!")
    break

# Computer move
print("\nComputer's turn:")
computer_row, computer_col = computer_move(board)
board[computer_row][computer_col] = computer_symbol

if check_winner(board, computer_symbol):
    print_board(board)
    print("Computer wins! Better luck next time.")
    break

if is_board_full(board):
    print_board(board)
    print("It's a tie!")
    break

if __name__ == "__main__":
    tic_tac_toe()
```