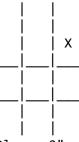
Tic Tac Toe

- 1. Traditionally the first player plays with "X". So you can decide who wants to go with "X" and who wants to go with "O".
- 2. Only one player can play at a time.
- 3. If any of the players have filled a square then the other player and the same player cannot override that square.
- 4. There are only two conditions that may match will be draw or may win.
- 5. The player that succeeds in placing three respective marks (X or O) in a horizontal, vertical, or diagonal row wins the game.

```
In [1]: # import all the necessary files
        import time
        board = [' ' for i in range(10)]
        player = 1
        # win flags:
        win = 1
        draw = -1
        running =0
        game = running
        mark = 'X'
        #This function draws the game board
        def drawboard():
            print(' %c | %c | %c ' %(board[1], board[2], board[3]))
            print('
                              _')
            print(' %c | %c | %c ' %(board[4], board[5], board[6]))
                   ___|___')
            print(' %c | %c | %c ' %(board[7], board[8], board[9]))
            print('
        # This function checks position is empty or not
        def checkposition(x):
            if (board[x] == ' '):
                return True
            else:
                return False
        # This function checks player has won or not
        def checkwin():
            global game
            # Horizontal winning condition
            if (board[1] == board[2] and board[2] == board[3] and board[1] != ' '):
                game = win
            elif (board[4] == board[5] and board[5] == board[6] and board[4] != ' '):
                game = win
            elif (board[7] == board[8] and board[8] == board[9] and board[7] != ' '):
                game = win
            # Vertical winnig condition
            elif (board[1] == board[4] and board[4] == board[7] and board[1] != ' '):
                game = win
            elif (board[2] == board[5] and board[5] == board[8] and board[2] != ' '):
                game = win
            elif (board[3] == board[6] and board[6] == board[9] and board[3] != ' '):
                game = win
            # Diagonal Winning condition
            elif (board[1] == board[5] and board[5] == board[9] and board[5] != ' '):
                game = win
            elif (board[3] == board[5] and board[5] == board[7] and board[5] != ' '):
                game = win
```

```
#Match tie or draw condition
    elif(board[1]!=' ' and board[2]!=' ' and board[3]!=' ' and board[4]!=' ' and
        game = draw
    else:
        game = running
print('Tic-Tac-Toe Game ')
print('Player 1 [X] --- Player 2 [0]\n')
print()
print()
print('Please wait...')
time.sleep(2)
while (game == running):
    drawboard()
    if (player %2 != 0):
        print('Player 1\'s chance [X]')
        mark = "X"
    else:
        print('Player 2"s chance [0]')
        mark = '0'
    choice = int(input("Enter the position between [1-9] whre you want to mark:
    if (checkposition(choice)):
        board[choice] = mark
        player += 1
        checkwin()
    drawboard()
    if (game == draw):
        print('Game Draw')
    elif (game == win):
        player -=1
        if (player%2!=0):
            print('Player 1 won')
        else:
            print('Player 2 won')
Tic-Tac-Toe Game
Player 1 [X] --- Player 2 [0]
Please wait...
Player 1's chance [X]
Enter the position between [1-9] whre you want to mark: 3
       | X
```



Player 2"s chance [0]

Enter the position between [1-9] whre you want to mark: 4

	 	X
0		
	 	 X
0		

Player 1's chance [X]

Enter the position between [1-9] whre you want to mark: 5

		X
0		
		 x
0		

Player 2"s chance [0]

Enter the position between [1-9] whre you want to mark: 6

LIIC	-i Ci	ie p
		X
0		0
	 	X
0	X	0

Player 1's chance [X]

Enter the position between [1-9] whre you want to mark: 7

		X
0	X	0
	İ	İ
X		

Player	1	won

In [37]:	
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