#include <iostream>

using namespace std;

char square[10] = {'o','1','2','3','4','5','6','7','8','9'};

void board()

{

system("cls");

cout << "\n\n=========Tic Tac Toe==========\n\n";

cout << "Player 1 (X) - Player 2 (O)" << endl << endl;

cout << endl;

cout << " \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" <<endl;

cout << "| | | |" << endl;

cout << "| " << square[1] << " | " << square[2] << " | " << square[3] <<" | " <<endl;

cout << "|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|" << endl;

cout << "| | | |" << endl;

cout << "| " << square[4] << " | " << square[5] << " | " << square[6] <<" | "<<endl;

cout << "|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|" << endl;

cout << "| | | |" << endl;

cout << "| " << square[7] << " | " << square[8] << " | " << square[9] <<" | " <<endl;

cout << "|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|"<<endl;

cout <<endl <<endl;

}

int win()

{

if (square[1] == square[2] && square[2] == square[3])

return 1;

else if (square[4] == square[5] && square[5] == square[6])

return 1;

else if (square[7] == square[8] && square[8] == square[9])

return 1;

else if (square[1] == square[4] && square[4] == square[7])

return 1;

else if (square[2] == square[5] && square[5] == square[8])

return 1;

else if (square[3] == square[6] && square[6] == square[9])

return 1;

else if (square[1] == square[5] && square[5] == square[9])

return 1;

else if (square[3] == square[5] && square[5] == square[7])

return 1;

else if (square[1] != '1' && square[2] != '2' && square[3] != '3'

&& square[4] != '4' && square[5] != '5' && square[6] != '6'

&& square[7] != '7' && square[8] != '8' && square[9] != '9')

return 0;

else

return -1;

}

int main()

{

int player = 1,i,choice;

char put;

do

{

board();

player=(player%2)?1:2;

cout << "Player " << player << ",\n Enter a number: ";

cin >> choice;

put=(player == 1) ? 'X' : 'O';

if (choice == 1 && square[1] == '1')

square[1] = put;

else if (choice == 2 && square[2] == '2')

square[2] = put;

else if (choice == 3 && square[3] == '3')

square[3] = put;

else if (choice == 4 && square[4] == '4')

square[4] = put;

else if (choice == 5 && square[5] == '5')

square[5] = put;

else if (choice == 6 && square[6] == '6')

square[6] = put;

else if (choice == 7 && square[7] == '7')

square[7] = put;

else if (choice == 8 && square[8] == '8')

square[8] = put;

else if (choice == 9 && square[9] == '9')

square[9] = put;

else

{

cout<<"Invalid move ";

player--;

cin.ignore();

cin.get();

}

i=win();

player++;

}while(i==-1);

board();

if(i==1)

cout<<"==========>\aPlayer "<<--player<<" win<============";

else

cout<<"==========>\aGame draw<===========";

cin.ignore();

cin.get();

return 0;

}