```python
import random
board=["-","-","-",
      "-","-","-",
      "-","-","-"]
currentPlayer="x"
winner=None
gameRunning=True




#priting the game board
def printBoard(board):
    print(board[0]+"|"+board[1]+"|"+board[2])
    print('------')
    print(board[3]+"|"+board[4]+"|"+board[5])
    print('------')
    print(board[6]+"|"+board[7]+"|"+board[8])
    print('------')
printBoard(board)




#take player input
def playerInput(board):
    inp=int(input("Enter a number 1-9:"))
    if inp >= 1 and inp <= 9 and board[inp-1]=="-":
        board[inp-1]=currentPlayer
    else:
        print("Oops player is ready in that spot!")




#check for win or tie
def checkHorizontal(board):
    global winner
    if board[0]==board[1]==board[2] and board[1]!="-":
        winner=board[0]
        return True
    elif board[3]==board[4]==board[5] and board[3]!="-":
        winner=board[3]
        return True
```

```python
        elif board[6]==board[7]==board[8] and board[6]!="-":
            winner=board[6]
            return True


def checkRow(board):
    global winner
    if board[0]==board[3]==board[6] and board[0]!="-":
        winner=board[0]
        return True
    elif board[1]==board[4]==board[7] and board[1]!="-":
        winner=board[1]
        return True
    elif board[2]==board[5]==board[8] and board[2]!="-":
        winner=board[2]
        return True


def checkDaigonal(board):
    global winner
    if board[0]==board[4]==board[8] and board[0]!="-":
        winner=board[0]
        return True
    elif board[2]==board[4]==board[6] and board[2]!="-":
        winner=board[2]
        return True


def checkTie(board):
    global gameRunning
    if "-" not in board:
        printBoard(board)
        print("It is a tie!")
        gameRunning=False


def checkWin():
    if checkDaigonal(board) or checkHorizontal(board) or checkRow(board):
        print(f"The winner is {winner}")
```

```python
#switch the player
def switchPlayer():
    global currentPlayer
    if currentPlayer=="x":
        currentPlayer="o"
    else:
        currentPlayer="x"


#computer
def computer(board):
    while currentPlayer=="o":
        position=random.randint(0,8)
        if board[position]=="-":
            board[position]="0"
            switchPlayer()




#check for win or tie again
while gameRunning:
    printBoard(board)
    playerInput(board)
    checkWin()
    checkTie(board)
    switchPlayer()
    computer(board)
    checkWin()
    checkTie(board)
```