1BM18CS057
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Global variables

```
ai, player = 'O', 'x'
board = [['-','-','-'], ['-','-','-'], ['-','-','-']]
weight = [[3,2,3], [2,4,2], [3,2,3]]
```

def run():

when user turn ask for user input coordinates.
if the user input is valid, put user (player)
character 'x' on the place.

checktied() ——→ if tied exit

movetype = 'cpu'

if ai_move() ——→ Returns true if win or false.

Print wins.

else if
    check tied() ——→ if tied exit.
else
    continue.

def ai_move()

use

```
diag1 : [board[0][0], board[1][1], board[2][2]]
diag2 : [board[0][2], board[1][1], board[2][0]]
diag3 : [board[0][0], '+', board[2][2]]
diag4 : [board[0][2], '+', board[2][0]]
```

and all the columns and rows. to check if some
move can help win.
if yes   mov (location) & return true.

else

find max weight positions.
use random and move on the pos.

return false.