import random

board = [' ' for \_ in range(9)]

def print\_board():

row1 = '| {} | {} | {} |'.format(board[0], board[1], board[2])

row2 = '| {} | {} | {} |'.format(board[3], board[4], board[5])

row3 = '| {} | {} | {} |'.format(board[6], board[7], board[8])

print()

print(row1)

print(row2)

print(row3)

print()

def has\_won(player):

win\_conditions = [(0, 1, 2), (3, 4, 5), (6, 7, 8), (0, 3, 6), (1, 4, 7), (2, 5, 8), (0, 4, 8), (2, 4, 6)]

for condition in win\_conditions:

if board[condition[0]] == board[condition[1]] == board[condition[2]] == player:

return True

return False

def bot\_move():

for i in range(9):

if board[i] == ' ':

board[i] = 'O'

if has\_won('O'):

return

board[i] = ' '

for i in range(9):

if board[i] == ' ':

board[i] = 'X'

if has\_won('X'):

board[i] = 'O'

return

board[i] = ' '

possible\_moves = [i for i, x in enumerate(board) if x == ' ']

if possible\_moves:

move = random.choice(possible\_moves)

board[move] = 'O'

else:

print("It's a draw!")

exit()

def main():

current\_player = 'X'

while True:

print\_board()

if current\_player == 'X':

move = input("Player X, enter your move (1-9): ")

if board[int(move) - 1] != ' ':

print("Invalid move, try again.")

continue

board[int(move) - 1] = current\_player

else:

bot\_move()

print("Bot O has made its move.")

if has\_won(current\_player):

print\_board()

if current\_player == 'X':

print("Player X wins! Congratulations!")

else:

print("Bot O wins! Better luck next time!")

break

if ' ' not in board:

print\_board()

print("It's a draw!")

break

current\_player = 'O' if current\_player == 'X' else 'X'

if \_\_name\_\_ == '\_\_main\_\_':

main()