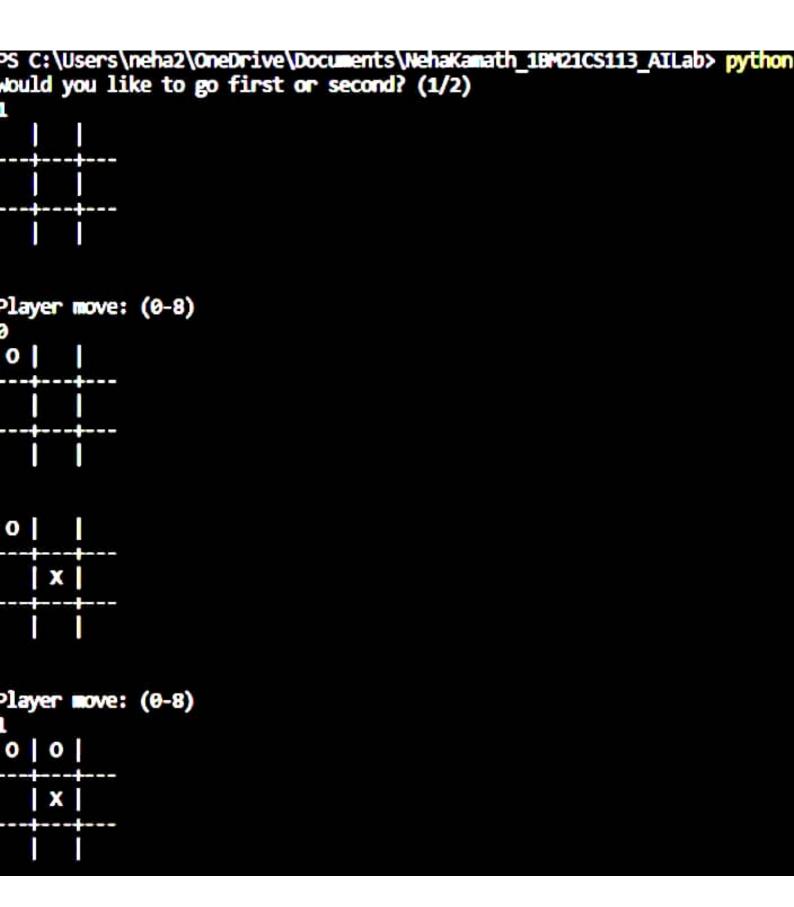
```
17-11-23
 Program 1: Implement Tic Tac Toe Game
board = [ for x in range (10)]
def insert detter (letter, pos):
     boad [pos] = letter
def space & free (pos):
     retur board [pos] == "
def frint Board (board):
     point (" 1 1)
     punt ("+ board[1] + "1" + board[2] + "1" + board[3])
     peint ( 11')
     punt ('----')
     print (' ' + board[4] + '1' + board[5] + '1' + board[6])
     paint ( 1 1')
    just ( ' + 1')
    pent ( ' ---- ')
    punt (' '+ board [7] + ' 1' + board [8] + ' 1' + board [9])
    paint ( 1 1')
  return ( bo[i] = == take le and bo[2] == le and bo[3] == le)
def ishlirrer ( $60, le):
        (bo[4] == le and bo[5] == le and bo[6] == le)
       (bo[]==le and bo[8]==le and bo[9]==le)
                   and bo[4] == le and bo[7] = . le)
       (bo[3) == le and bo[6] == le and bo[9] == le)
      (bo[1] == le and bo[5] == le and bo[9] == le)
      1.[2]==le and bo[5]==le and bo[7]==le)
```

```
def playertone ():
        run = Tuc
            move = int(input ("Enter the position where you want to place: "))
        while sun:
            if (move > 0 and move < 10):
                 if space la Face (move):
                       run = False
                       insutletter ('X', move)
                   paint ("Enter another position, this position is occupied.")
             clse:
               pant ("Enter position within the range.")
  dy comptions ():
         sun = True
         while run:
           morce = random. rand == (1,10)
           if (move >0 and move <+0):
               if space Isfree (more):
                       run = False
                       insert Letter ('O', morce)
def main ():
  while if (board, wunt (' ') ) :
              player Hore ();
               peint Board ( board)
               if (is Winner (board, X')).
                  print ( You won')
                 break
              clse .
                comptione()
                print Board (board)
                if (is Winner (board, 'O')):
                 paint ( " Comprete veon )
      else:
       paint ( "This is a tie")
```



```
0 | 0 | X
    X
Player move: (0-8)
    X
0
0 | 0 | X
0
Player move: (0-8)
0 | 0 | X
0
0 | 0 | X
```

```
Player move: (0-8)
0 0 X
   X
The game was a draw.
```