AI

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```
board=[[-,-,-],[-,-,-],[-,-,-]]
count=0
c1=1
c2=2

def chk_win_zone(c)
 for i in range(0,3)
    if(board[i][0]==c and board[i][1]==c and b[i][2]=='-')
      return 1,i,2;
    if(board[i][0]==c and board[i][1]=='-' and b[i][2]=='c')
      return 1,i,1;
    if(board[i][0]=='-' & b[i][1]==c & b[i][2]=c)
      return 1,i,0;
 for f in rang(0,3);
   #same as above for loop but column vise.

#Now for diagonal way win zone search.
if(b[0][0]==- & b[1][1]==c & b[2][2]==c):
   return 1,0,0;
#Same way to all other
if(b[0][0]==c & b[1][1]=- & b[2][2]==c):
   retur 1,1,1;
if(b[0][0]==c & b[1][1]==c & b[2][2]==_):
   return 1,2,2;

#In the same way implement for the other
 diagonal.
```

```
def Play(c):
if(count >=9);
  count+=1
  res=-1
  res,row,col=chk_win_zone(c)
  if(res==1):
    b[row][col]=c
    #chk
    print_board()
    print("c "won")
    return
  elif(res=0):
    res1,row,col=chk_win_zone(opp)
    if(res1==1):
      board[row][col]=c
      display_bord()
    else
      for i in range(0,3):
        for j in range(0,3):
          if (board[i][j]=='_'):
            break
        if(board[i][j]=='_'):
          board[i][j]=c
          break
    display_bord();
if(count==9):print("Draw),return
else: Play(opp).
```

need