def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 9)

def check\_winner(board, player):

for row in board:

if all([cell == player for cell in row]):

return True

for col in range(3):

if all([board[row][col] == player for row in range(3)]):

return True

if all([board[i][i] == player for i in range(3)]) or all([board[i][2-i] == player for i in range(3)]):

return True

return False

def is\_board\_full(board):

return all([cell != " " for row in board for cell in row])

def main():

board = [[" " for \_ in range(3)] for \_ in range(3)]

players = ["X", "O"]

turn = 0

while True:

print\_board(board)

row = int(input("Enter the row (0, 1, 2): "))

col = int(input("Enter the column (0, 1, 2): "))

if board[row][col] == " ":

board[row][col] = players[turn]

if check\_winner(board, players[turn]):

print\_board(board)

print(f"Player {players[turn]} wins!")

break

if is\_board\_full(board):

print\_board(board)

print("It's a tie!")

break

turn = 1 - turn

else:

print("That position is already taken!")

if \_\_name\_\_ == "\_\_main\_\_":

main()