```python
import math

def print_board(board):
    for row in board:
        print("|".join(row))
        print("-" * 5)

def check_winner(board):
    for row in board:
        if row[0] == row[1] == row[2] and row[0] != " ":
            return row[0]
    for col in range(3):
        if board[0][col] == board[1][col] == board[2][col] and board[0][col] != " ":
            return board[0][col]
    if board[0][0] == board[1][1] == board[2][2] and board[0][0] != " ":
        return board[0][0]
    if board[0][2] == board[1][1] == board[2][0] and board[0][2] != " ":
        return board[0][2]
    return None

def is_full(board):
    return all(cell != " " for row in board for cell in row)

def minimax(board, depth, is_maximizing):
    winner = check_winner(board)
    if winner == "O":
        return 1
    elif winner == "X":
        return -1
    elif is_full(board):
        return 0

    if is_maximizing:
        best_score = -math.inf
        for i in range(3):
            for j in range(3):
                if board[i][j] == " ":
                    board[i][j] = "O"
                    score = minimax(board, depth + 1, False)
                    board[i][j] = " "
                    best_score = max(score, best_score)
        return best_score
    else:
        best_score = math.inf
        for i in range(3):
            for j in range(3):
                if board[i][j] == " ":
                    board[i][j] = "X"
                    score = minimax(board, depth + 1, True)
                    board[i][j] = " "
                    best_score = min(score, best_score)
        return best_score

def best_move(board):
    best_score = -math.inf
    move = (0, 0)
    for i in range(3):
        for j in range(3):
            if board[i][j] == " ":
                board[i][j] = "O"
                score = minimax(board, 0, False)
                board[i][j] = " "
                if score > best_score:
                    best_score = score
                    move = (i, j)
    return move

def main():
    board = [[" " for _ in range(3)] for _ in range(3)]
    print("Welcome to Tic-Tac-Toe! You are 'X' and AI is 'O'.")
    print_board(board)

    while True:
        row = int(input("Enter your move row (0-2): "))
        col = int(input("Enter your move col (0-2): "))
        if board[row][col] != " ":
            print("Invalid move! Try again.")
            continue
        board[row][col] = "X"

        winner = check_winner(board)
        if winner or is_full(board):
            print_board(board)
            break

        ai_row, ai_col = best_move(board)
        board[ai_row][ai_col] = "O"
        print("AI has made its move:")
        print_board(board)

        winner = check_winner(board)
        if winner or is_full(board):
            break

    if winner:
        print(f"{winner} wins!")
    else:
        print("It's a draw!")

if __name__ == "__main__":
    main()
```