# Definitions of the Game Board Setup

x\_mark = "X"

o\_mark = "O"

blank = " "

# Setup and display of a single row

boardRow0 = [ blank, blank, blank ]

boardRow1 = [ blank, blank, blank ]

boardRow2 = [ blank, blank, blank ]

print (boardRow0)

print (boardRow1)

print (boardRow2)

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORo = input("X or O =")

if (xORo == x\_mark ) or (xORo == o\_mark):

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

elif (xORo != x\_mark ) or (xORo != o\_mark) :

print ("Mark must be either X or O. Please try again ")

# The move can be added to a row as follows:

if xORo == x\_mark or xORo == o\_mark:

if (rowMove == 0):

boardRow0[colMove] = xORo

if (rowMove == 1):

boardRow1[colMove] = xORo

if (rowMove == 2):

boardRow2[colMove] = xORo

if xORo == x\_mark or xORo == o\_mark:

print (boardRow0)

print (boardRow1)

print (boardRow2)

# If statements can be used to check that the range of input values are correct

if (rowMove > 2 ) :

print ("Row value must be between 0 to 2. Please try again ")

if (colMove > 2 ) :

print ("Column value must be between 0 to 2. Please try again ")