```c
#include <stdio.h>
#include <conio.h>
void printBoard();
int checkWin();
void system();

char board[]={'0','1','2','3','4','5','6','7','8'};
int  main(){
    int player=1,input,status=-1;
    int result;
    printBoard();

    while (status==-1)
    {
        player=(player%2==0) ? 2 : 1;
        char mark=(player==1) ? 'X' :'Y';
        printf("Enter Number For Player %d\n",player);
        scanf("%d",&input);
    if(input<1 || input>8){
        printf("invalid input");
    }

    board[input]=mark;
    printBoard();

    result=checkWin();

    if(result==1){
        printf("\tCongrats! Player (%d)\n\tYou are the Winner",player);
        return;
    }else if(result==0){
        printf("draw");
        return;
    }

    player++;
    }
}

void printBoard(){
    system("cls");
    printf("\n\n");
    printf("\n\t==> TIC TAC TOE<== \n\t    GAME START \n\n");
    printf("\t   |   |   \n");
    printf("\t  %c | %c |   %c \n",board[0],board[1],board[2]);
    printf("\t_____|_____|_____\n");
    printf("\t   |   |   \n");
    printf("\t  %c | %c |   %c \n",board[3],board[4],board[5]);
    printf("\t_____|_____|_____\n");
    printf("\t   |   |   \n");
    printf("\t  %c | %c |    %c \n",board[6],board[7],board[8]);
    printf("\t   |   |   \n");
    printf("\n\n");
}
```

```c
int checkWin(){

    if(board[0]==board[1] && board[1]==board[2]){
        return 1;
    }
    if(board[0]==board[3] && board[3]==board[6]){
        return 1;
    }
    if(board[6]==board[7] && board[7]==board[8]){
        return 1;
    }
    if(board[2]==board[5] && board[5]==board[8]){
        return 1;
    }
    if(board[0]==board[4] && board[4]==board[8]){
        return 1;
    }
    if(board[2]==board[4] && board[4]==board[6]){
        return 1;
    }
    if(board[1]==board[4] && board[4]==board[7]){
        return 1;
    }
    if(board[4]==board[5] && board[5]==board[6]){
        return 1;
    }

    int count=0;
    for (int i=1; i<9;i++)
    {
        if(board[i]=='X'||board[i]=='Y'){
            count++;
        }
    }

    if(count==8){
        return 0;
    }
    return -1;
}
```