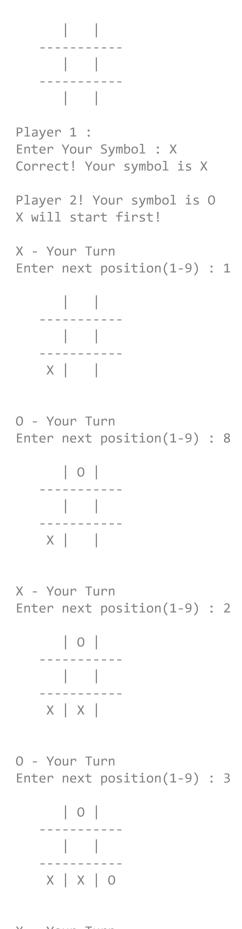
```
def printBoard():
 print()
             "+board[6]+" | "+board[7]+" | "+board[8]+" ")
 print("
 print("
            ----")
 print("
            "+board[3]+" | "+board[4]+" | "+board[5]+" ")
 print("
            "+board[0]+" | "+board[1]+" | "+board[2]+" ")
 print("
 print()
def checkInput():
 while True:
   inp = input("Enter Your Symbol : ")
   if(inp == "X"):
      print("Correct! Your symbol is X")
     return "X"
   elif(inp == "0"):
      print("Correct! Your symbol is 0")
      return "0"
   else:
      print("Wrong input! Enter Again")
def assignBoard(marker, pos, args):
 args[pos-1] = marker
def checkWon(marker, args):
 pos = 0
 while pos<9:
   if args[pos] == marker:
      if(pos == 0 or pos == 1 or pos == 2):
        if(args[pos+3] == marker and args[pos+6] == marker):
          print(" "+marker+" Won")
          return True
      if(pos == 0 or pos == 3 or pos == 6):
        if(args[pos+1] == marker and args[pos+2] == marker):
          print(" "+marker+" Won")
          return True
      if(pos == 0):
        if(args[pos+4] == marker and args[pos+8]==marker):
          print(" "+marker+" Won")
          return True
     if(pos == 2):
        if(args[pos+2] == marker and args[pos+4] == marker):
          print(" "+marker+" Won")
          return True
     pos+=1
   else:
     pos+=1
 return False
```

```
import random
def firstPlayer(marker1, marker2):
  check = random.randint(1,2)
  if(check == 1):
    return marker1
  elif(check == 2):
    return marker2
def spaceAvailable(pos,args):
  if args[pos] == " ":
    return True
  else:
    return False
def fullBoard(args):
  for item in range (0,9):
    if spaceAvailable(item, args) == True:
      return False
  return True
def freePos(args):
  pos = int(input("Enter next position(1-9) : "))
  while True:
    if spaceAvailable(pos-1,args) == True:
      return pos
    else:
      pos = int(input("Space already filled! Enter again : "))
def playAgain():
  again = input("Do you want to play again? (yes/no)")
  if again == "yes":
    return True
  else:
    return False
mainstatus = True
while mainstatus == True:
  board = list()
  for item in range(9):
      board.append(' ')
  printBoard()
  print("Player 1 : ")
  marker1 = checkInput()
  if(marker1 == "X"):
    marker2 = "0"
  else:
    marker2 = "X"
  print("\nPlayer 2! Your symbol is "+marker2)
  mark = firstPlayer(marker1, marker2)
  mark1 = mark
  if mark1 == marker1:
```

```
mark2 = marker2
else:
  mark2 = marker1
print(mark1 + " will start first!")
status = 0
while True:
  print("\n"+mark+" - Your Turn")
  pos = freePos(board)
  assignBoard(mark,pos,board)
  printBoard()
  check = checkWon(mark,board)
  if check == True:
   break
  check1 = fullBoard(board)
  if check1 == True:
    print("Game Tie")
   break
  if status == 0:
    status = 1
   mark = mark2
  else:
    status = 0
   mark = mark1
mainstatus = playAgain()
```

B



X - Your Turn
Enter next position(1-9) : 4

1 = 1

0     X       X   X   0
O - Your Turn Enter next position(1-9) : 7
0   0   X     X   X   0
<pre>X - Your Turn Enter next position(1-9) : 9</pre>
0   0   X  X     X   X   0
O - Your Turn Enter next position(1-9) : 5
0   0   X  X   0    X   X   0
O Won Do you want to play again? (yes/no)yes
Player 1 : Enter Your Symbol : O Correct! Your symbol is O
Player 2! Your symbol is X O will start first!
O - Your Turn Enter next position(1-9) : 5
0