Write the python program for Tic Tac Toe game

```
File Edit Shell Debug Options Window Help

Jef print ("or _in range(9))

Jef print ("board(1);

print(("+b-*"))

print("+bard(3)] | [board[1]] | [board[2]]")

print("+bard(3)] | [board[4]] | [board[8]]")

print("(board(6)] | [board[4]] | [board[8]]")

print("Player [player)'s turn ([ioon])")

choice in(input("Enter your move (1-9): ").strip())

if board(choice - 1] = ":

print("Player (player)'s turn ([ioon])")

choice in(input("Enter your move (1-9): 5

Xi |

Player 2's turn (0)

Enter your move (1-9): 5

Xi |

Player 1's turn (X)

Enter your move (1-9): 2

XiX |

Player 1's turn (X)

Enter your move (1-9): 2

XiX |

Player 1's turn (X)

Enter your move (1-9): 2

XiX |

Player 1's turn (X)

Enter your move (1-9): 2

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 3

XiX |

Player 1's turn (X)

Enter your move (1-9): 1

I in the player 1's turn (X)

Enter your move (1-9): 1

I in the player 1's turn (X)

Enter your move (1-9): 1

I in the player 1's turn (X)

Enter your move (1-9): 1

I in the pla
```