

# Tic-Tac-Toe

```
# Set up the game board as a 2D list
```

```
board = [["-", "-", "-"],  
          ["-", "-", "-"],  
          ["-", "-", "-"]]
```

```
# Define a function to print the game board
```

```
def print_board():
```

```
    for row in board:
```

```
        print(" | ".join(row))
```

```
# Define a function to handle a player's turn
```

```
def take_turn(player):
```

```
    print(player + "'s turn.")
```

```
    position = input("Choose a position from 1-9: ")
```

```
    while position not in ["1", "2", "3", "4", "5", "6", "7", "8", "9"]:
```

```
        position = input("Invalid input. Choose a position from 1-9: ")
```

```
    position = int(position) - 1
```

```
    row, col = divmod(position, 3)
```

```
    while board[row][col] != "-":
```

```
        position = int(input("Position already taken. Choose a different position: ")) - 1
```

```
    row, col = divmod(position, 3)
```

```
    board[row][col] = player
```

```
    print_board()
```

```
# Define a function to check if the game is over
```

```
def check_game_over():
```

```
    # Check for a win
```

```
    for i in range(3):
```

```
        if board[i][0] == board[i][1] == board[i][2] != "-":
```

```
            return "win"
```

```

if board[0][i] == board[1][i] == board[2][i] != "-":
    return "win"
if board[0][0] == board[1][1] == board[2][2] != "-":
    return "win"
if board[0][2] == board[1][1] == board[2][0] != "-":
    return "win"
# Check for a tie
elif all(cell != "-" for row in board for cell in row):
    return "tie"
# Game is not over
else:
    return "play"
# Define the main game loop
def play_game():
    print_board()
    current_player = "X"
    game_over = False
    while not game_over:
        take_turn(current_player)
        game_result = check_game_over()
        if game_result == "win":
            print(current_player + " wins!")
            game_over = True
        elif game_result == "tie":
            print("It's a tie!")
            game_over = True
        else:
            # Switch to the other player
            current_player = "O" if current_player == "X" else "X"
    # Start the game
    play_game()

```

## Output:

```
- | - | -  
- | - | -  
- | - | -
```

X's turn.

Choose a position from 1-9: 9

```
- | - | -  
- | - | -  
- | - | X
```

O's turn.

Choose a position from 1-9: 3

```
- | - | O  
- | - | -  
- | - | X
```

X's turn.

Choose a position from 1-9: 4

```
- | - | O  
X | - | -  
- | - | X
```

O's turn.

Choose a position from 1-9: 5

```
- | - | O  
X | O | -  
- | - | X
```

X's turn.

Choose a position from 1-9: 2

```
- | X | O  
X | O | -  
- | - | X
```

O's turn.

Choose a position from 1-9: 2

Position already taken. Choose a different position: 4

Position already taken. Choose a different position: 8

```
- | X | O  
X | O | -  
- | O | X
```

X's turn.

Choose a position from 1-9: 1

```
X | X | O  
X | O | -  
- | O | X
```

O's turn.

Choose a position from 1-9: 6

```
X | X | O  
X | O | O  
- | O | X
```

X's turn.