tic_tac_toe_in_if_else

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```python
[2]: board=[''for _ in range(9)]
current_player='X'
def display_board():

    print(''+board[0]+'|'+board[1]+'|'+board[2])
    print('_____')
    print(''+board[3]+'|'+board[4]+'|'+board[5])
    print('_____')
    print(''+board[6]+'|'+board[7]+'|'+board[8])

while True:

    display_board()
    position=int(input("player"+current_player+",enter a position(1-9):"))-1

    if board[position]=='':

        board[position]=current_player
        if  ((board[0]==board[1]==board[2]==current_player) or
 ↪(board[3]==board[4]==board[5]==current_player) or
 ↪(board[6]==board[7]==board[8]==current_player) or
 ↪(board[0]==board[3]==board[6]==current_player) or
 ↪(board[1]==board[4]==board[7]==current_player) or
 ↪(board[2]==board[5]==board[8]==current_player) or
 ↪(board[0]==board[4]==board[8]==current_player)
 ↪or(board[2]==board[4]==board[6]==current_player)):
            display_board()
            print("player"+current_player+"wins!")
            break
        elif '' not in board:
            display_board()
            print("it's a tie")
            break
        else:
            current_player="O" if current_player=="X" else"X"

    else:
```

```python
        print("that posituon is already taken,try again")
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||
playerX,enter a position(1-9): 3
||X
----------
||
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||
playerO,enter a position(1-9): 5
||X
----------
|O|
----------
||
playerX,enter a position(1-9): 9
||X
----------
|O|
----------
||X
playerO,enter a position(1-9): 6
||X
----------
|O|O
----------
||X
playerX,enter a position(1-9): 1
X||X
----------
|O|O
----------
||X
playerO,enter a position(1-9): 4
X||X
----------
O|O|O
```

```
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||X
player0wins!
```

[ ]: