```
def print board(board):
    for row in board:
        print(" | ".join(row))
        print("-" * 9)
def check_winner(board):
    for i in range(3):
        if board[i][0] == board[i][1] == board[i][2] != '-':
            return board[i][0]
        if board[0][i] == board[1][i] == board[2][i] != '-':
            return board[0][i]
    if board[0][0] == board[1][1] == board[2][2] != '-':
        return board[0][0]
    if board[0][2] == board[1][1] == board[2][0] != '-':
        return board[0][2]
    return None
def is board full(board):
    return all(cell != '-' for row in board for cell in row)
def play_game():
    board = [['-' for i in range(3)] for j in range(3)]
    current player = 'X'
    player_names = {'X': 'User1', '0': 'User2'}
    while True:
        print board(board)
        print(f"{player_names[current_player]}'s turn (mark: {current_player})")
        row = input("Enter the row (0-2): ")
        col = input("Enter the column (0-2): ")
```

```
if not (row.isdigit() and col.isdigit()):
            print("Invalid input. Please enter numbers between 0 and 2.")
            continue
        row = int(row)
        col = int(col)
        if 0 <= row < 3 and 0 <= col < 3:
            if board[row][col] == '-':
                board[row][col] = current_player
            else:
                print("Cell already taken. Try again.")
            winner = check winner(board)
            if winner:
                print_board(board)
                print(player_names[winner] +"wins!")
                break
            if is_board_full(board):
                print_board(board)
                print("It's a draw!")
                break
            current_player = '0' if current_player == 'X' else 'X'
        else:
            print("Invalid input. Please enter numbers between 0 and 2.")
play_game()
```

```
User1's turn (mark: X)
Enter the row (0-2): 0
Enter the column (0-2): 0
x | - | -
User2's turn (mark: 0)
Enter the row (0-2): 0
Enter the column (0-2): 1
X | 0 | -
User1's turn (mark: X)
Enter the row (0-2): 0
Enter the column (0-2): 2
x \mid o \mid x
User2's turn (mark: 0)
Enter the row (0-2): 1
Enter the column (0-2): 1
x \mid o \mid x
- | 0 | -
User1's turn (mark: X)
Enter the row (0-2): 1
Enter the column (0-2): 0
x \mid o \mid x
x | 0 | -
User2's turn (mark: 0)
Enter the row (0-2): 2
Enter the column (0-2): 1
x \mid o \mid x
x | 0 | -
- | 0 | -
User2wins!
```

```
Useri's turn (mark: X)
Enter the row (0-2): 0
Enter the column (0-2): 1
- | X | -
liser2's turn (wark: 0)
Enter the row (8-2): 8
Enter the column (8-2): 0
0 | X | -
Userl's turn (mark: X)
Enter the row (8-1): 1
Enter the column (8-2): 1
0 | X | -
User2's turn (mark: 0)
Enter the row (8-2): 2
Enter the column (0-2): 1 0 \mid X \mid -
 - 101 -
Useri's turn (wark: X)
Enter the row (8-2): 2 Enter the column (8-2): 8 0 \mid X \mid -
x | 0 | -
User2's turn (wark: 0)
Enter the row (8-2): 8
Enter the column (8-2): 2
0 | x | 0
x | 0 | -
User1's turn (mark: X)
Enter the row (8-1): 2
Enter the column (8-2): 2
0 | X | 0
x IOIX
User2's turn (eark: 0)
Enter the row (8-2): 1
Enter the column (0-2): 0
0 | X | 0
x | 0 | x
User1's turn (eark: X)
Enter the row (8-2): 1
Enter the column (8-2): 1 Cell already taken. Try again. 0 \mid X \mid 0
0 | x | -
User2's turn (mark: 0)
Enter the row (8-2): 1
Enter the column (0-2): 2
0 | X | 0
0 | x | 0
x | 0 | x
It's a draw!
```

```
0 | X | 0

------

0 | X | -

X | 0 | X

-----

User1's turn (mark: X)

Enter the row (0-2): 1

Enter the column (0-2): 1

Cell already taken. Try again.
```