

OUTPUT:

CASE 1:

```
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 0
[ X, ' ', ' ' ]
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 1
[ X, O, ' ' ]
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 2
[ X, O, ' ' ]
[ ' ', ' ', X ]
[ ' ', ' ', ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 2
[ X, O, O ]
[ ' ', ' ', X ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 1
[ X, O, O ]
[ ' ', ' ', X ]
[ ' ', X, ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 2
[ X, O, O ]
[ ' ', ' ', X ]
[ ' ', X, O ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 0
[ X, O, O ]
[ X, ' ', X ]
[ ' ', X, O ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 1
[ X, O, O ]
[ X, O, X ]
[ ' ', X, O ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 0
[ X, O, O ]
[ X, O, X ]
[ X, X, O ]
```

Player X wins!
Cost of path: 9
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CASE 2:

```
[ '', '', '' ]
[ '', '', '' ]
[ '', '', '' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 1
[ '', X, '' ]
[ '', '', '' ]
[ '', '', '' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 0
[ O, X, '' ]
[ '', '', '' ]
[ '', '', '' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 2
[ O, X, '' ]
[ '', '', '' ]
[ '', '', X ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 2
[ O, X, '' ]
[ '', '', O ]
[ '', '', X ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 2
[ O, X, X ]
[ '', '', O ]
[ '', '', X ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 0
[ O, X, X ]
[ '', '', O ]
[ O, '', X ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2):
Invalid input. Please enter numbers between 0 and 2.
Enter row (0-2): 1
Enter column (0-2): 1
[ O, X, X ]
[ '', X, O ]
[ O, '', X ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 0
[ O, X, X ]
[ O, X, O ]
[ O, '', X ]
Player O wins!
Cost of path: 8
```

CASE 3:

```
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 0
[ X, ' ', ' ' ]
[ ' ', ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 0
[ X, ' ', ' ' ]
[ O, ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 2
[ X, ' ', X ]
[ O, ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 0
Enter column (0-2): 1
[ X, O, X ]
[ O, ' ', ' ' ]
[ ' ', ' ', ' ' ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 2
[ X, O, X ]
[ O, ' ', X ]
[ ' ', ' ', ' ' ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 2
[ X, O, X ]
[ O, ' ', X ]
[ ' ', ' ', O ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 1
Enter column (0-2): 1
[ X, O, X ]
[ O, X, X ]
[ ' ', ' ', O ]
Player O's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
Enter column (0-2): 0
[ X, O, X ]
[ O, X, X ]
[ O, ' ', O ]
Player X's turn. (Enter row & col between 0-2)
Enter row (0-2): 2
```

```
Enter column (0-2): 1
[ X, O, X ]
[ O, X, X ]
[ O, X, O ]
It's a tie!
Cost of path: 9
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```