(1BM22CS241)

Lab 1: Implement Tic-Tac-Toe Game.

```
arr = [[' ' for _ in range(3)] for _ in range(3)]
def check(arr):
  for i in range(3):
     curr = arr[i][0]
     vcurr = arr[0][i]
     if curr != ' ':
        if all(arr[i][j] == curr for j in range(3)) or all(arr[j][i] == vcurr for j in range(3)):
           return True
   return False
def diag(arr):
   curr = arr[0][0]
   if curr != ' ' and all(arr[i][i] == curr for i in range(3)):
      return True
   curr = arr[0][2]
   if curr != ' ' and all(arr[i][2 - i] == curr for i in range(3)):
      return True
   return False
k = 0
flag = True
while k < 9:
  x = int(input("x = "))
   y = int(input("y = "))
   if x>=3 or y>=3:
     print("Invalid input. Try again.")
      continue
   if arr[x][y] == ' ':
     arr[x][y] = 'X' \text{ if } k \% 2 == 0 \text{ else 'O'}
     k += 1
     if check(arr) or diag(arr):
        print("Winner found!")
        print(arr[x][y])
        flag = False
     print(arr)
   else:
      print("Cell already taken")
if flag: print("Game tie!")
```

Output:

```
x = 0
y = 1
y = 0
y = 0
[['0', 'X', ' '], ['X', ' ', ' '], [' ', ' ', ' ']]
x = 0
y = 2
[['0', 'x', '0'], ['x', ' ', ' '], [' ', ' ', ' ']]
x = 2
y = 0
[['0', 'x', '0'], ['x', ' ', ' '], ['x', ' ', ' ']]
x = 1
y = 1
[['0', 'X', '0'], ['X', '0', ' '], ['X', ' ', ' ']]
x = 2
y = 2
[['0', 'X', '0'], ['X', '0', ' '], ['X', ' ', 'X']]
x = 2
y = 1
[['0', 'X', '0'], ['X', '0', ' '], ['X', '0', 'X']]
x = 1
y = 2
[['0', 'X', '0'], ['X', '0', 'X'], ['X', '0', 'X']]
Game tie!
x = 1
y = 1
      '',''],['','x',''],['','','']]
[[' ',
x = 0
y = 0
[['0', ' ', ' '], [' ', 'X', ' '], [' ', ' ', ' ']]
x = 1
y = 1
Cell already taken
x = 1
y = 0
[['0', ' ', ' '], ['X', 'X', ' '], [' ', ' ', ' ']]
x = 0
y = 1
[['0', '0', ' '], ['X', 'X', ' '], [' ', ' ', ' ']]
x = 1
y = 2
Winner found!
[['0', '0', ' '], ['X', 'X', 'X'], [' ', ' ', ' ']]
```