```
# Create the board
board = [' ' for _ in range(9)]
# Function to print the board
def print_board():
  print(f'\{board[0]\} \mid \{board[1]\} \mid \{board[2]\}')
  print('--+---')
  print(f'{board[3]} | {board[4]} | {board[5]}')
  print('--+---')
  print(f'{board[6]} | {board[7]} | {board[8]}')
# Function to check if any player has won
def check_win(player):
  # Check rows, columns and diagonals
  win_conditions = [(0, 1, 2), (3, 4, 5), (6, 7, 8), # Rows
            (0, 3, 6), (1, 4, 7), (2, 5, 8), # Columns
             (0, 4, 8), (2, 4, 6)] # Diagonals
  return any(board[a] == board[b] == board[c] == player for a, b, c in win_conditions)
# Function to check if the board is full
def check_draw():
  return ' ' not in board
# Function to play the game
def play_game():
  current_player = 'X'
  while True:
    print_board()
    try:
```

# Tic Tac Toe game in Python

```
move = int(input(f"Player {current_player}, enter your move (1-9): ")) - 1
  if board[move] == ' ':
    board[move] = current_player
    if check_win(current_player):
      print_board()
      print(f'Player {current_player} wins!')
      break
    elif check_draw():
      print_board()
      print('The game is a draw!')
      break
    current_player = 'O' if current_player == 'X' else 'X' # Switch player
  else:
    print('Invalid move! The spot is already taken.')
except (IndexError, ValueError):
  print('Invalid input! Please enter a number between 1 and 9.')
```

## # Start the game

## play\_game()