

```

def initialize_board():
    return [[' ' for _ in range(3)] for _ in range(3)]

def print_board(board):
    for row in board:
        print(' '.join(row))
    print('-' * 5)

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 tic_tac_toe():
    board = initialize_board()
    current_player = 'X'

    while True:
        print_board(board)
        row = int(input(f"Player {current_player}, enter your move (row 0-2): "))
        col = int(input(f"Player {current_player}, enter your move (col 0-2): "))

        if row < 0 or row > 2 or col < 0 or col > 2 or board[row][col] != ' ':
            print("Invalid move. Try again.")
            continue

        board[row][col] = current_player

        winner = check_winner(board)
        if winner:
            print_board(board)
            print(f"Player {winner} wins!")
            break

        if is_board_full(board):
            print_board(board)
            print("It's a tie!")
            break

        current_player = 'O' if current_player == 'X' else 'X'

if __name__ == "__main__":
    tic_tac_toe()

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```

Player X, enter your move (row 0-2): 0

Player X, enter your move (col 0-2): 0

```
X| |  
-----
```

```
| |  
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| |  
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```

Player 0, enter your move (row 0-2): 0

Player 0, enter your move (col 0-2): 1

```
X|0|  
-----
```

```
| |  
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```

```
| |  
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```

Player X, enter your move (row 0-2): 1

Player X, enter your move (col 0-2): 0

```
X|0|  
-----
```

```
X| |  
-----
```

```
| |  
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```

Player 0, enter your move (row 0-2): 2

Player 0, enter your move (col 0-2): 2

```
X|0|  
-----
```

```
X| |  
-----
```

```
| |0  
-----
```

Player X, enter your move (row 0-2): 2

Player X, enter your move (col 0-2): 0

```
X|0|  
-----
```

```
X| |  
-----
```

```
X| |0  
-----
```

Player X wins!

```
| |
-----
| |
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| |
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```

Player X, enter your move (row 0-2): 0

Player X, enter your move (col 0-2): 1

```
|X|
-----
| |
-----
| |
-----
```

Player O, enter your move (row 0-2): 0

Player O, enter your move (col 0-2): 0

```
0|X|
-----
| |
-----
| |
-----
```

Player X, enter your move (row 0-2): 1

Player X, enter your move (col 0-2): 0

```
0|X|
-----
X| |
-----
| |
-----
```

Player O, enter your move (row 0-2): 0

Player O, enter your move (col 0-2): 2

```
0|X|0
-----
X| |
-----
| |
-----
```

Player X, enter your move (row 0-2): 1

Player X, enter your move (col 0-2): 2

```
0|X|0
-----
X| |X
-----
| |
-----
```

Player 0, enter your move (row 0-2): 1

Player 0, enter your move (col 0-2): 1

0|X|0

X|0|X

| |

Player X, enter your move (row 0-2): 2

Player X, enter your move (col 0-2): 2

0|X|0

X|0|X

| |X

Player 0, enter your move (row 0-2): 2

Player 0, enter your move (col 0-2): 1

0|X|0

X|0|X

|0|X

Player X, enter your move (row 0-2): 2

Player X, enter your move (col 0-2): 0

0|X|0

X|0|X

X|0|X

It's a tie!