**Tic Tac Toe: Non AI**

**board = {1:' ',2:' ',3:' ',**

**4:' ',5:' ',6:' ',**

**7:' ',8:' ',9:' '}**

**def printBoard(board):**

**print()**

**print(board[1] + ' | ' + board[2] + ' | ' + board[3])**

**print('---------')**

**print(board[4] + ' | ' + board[5] + ' | ' + board[6])**

**print('---------')**

**print(board[7] + ' | ' + board[8] + ' | ' + board[9])**

**#print('---------')**

**#printBoard(board)**

**def spaceIsFree(position):**

**if board[position] == ' ':**

**return True**

**else:**

**return False**

**def checkForDraw(board):**

**for key in board.keys():**

**if board[key]==' ':**

**return False**

**return True**

**def checkForWin(board):**

**if board[1]==board[2] and board[1]==board[3] and board[1]!=' ':**

**return True**

**if board[4] == board[5] and board[4] == board[6] and board[4] != ' ':**

**return True**

**if board[7] == board[8] and board[7] == board[9] and board[7] != ' ':**

**return True**

**if board[1] == board[4] and board[1] == board[7] and board[1] != ' ':**

**return True**

**if board[2] == board[5] and board[2] == board[8] and board[2] != ' ':**

**return True**

**if board[3] == board[6] and board[3] == board[9] and board[3] != ' ':**

**return True**

**if board[1] == board[5] and board[1] == board[9] and board[1] != ' ':**

**return True**

**if board[3] == board[5] and board[3] == board[7] and board[3] != ' ':**

**return True**

**return False**

**def insertLetter(position, letter):**

**if spaceIsFree(position):**

**board[position] = letter**

**if checkForWin(board):**

**print(letter+' wins!')**

**exit()**

**if checkForDraw(board):**

**print("That's a tie!")**

**exit()**

**else:**

**print('That position is not free!\nPlease try another position: ')**

**position= int(input())**

**insertLetter(position)**

**def playerMove():**

**position = int(input('Enter position for X: '))**

**insertLetter(position,'X')**

**def botMove():**

**position = int(input('Enter position for O: '))**

**insertLetter(position, 'O')**

**printBoard(board)**

**while not checkForWin(board):**

**playerMove()**

**printBoard(board)**

**botMove()**

**printBoard(board)**