function print\_board(board):

for each row in board:

print the elements of the row separated by |

print a line of "-" characters of length 9

function check\_winner(board):

for each row in board:

if the elements of the row at index 0, 1, and 2 are equal and not equal to " ":

return the element at index 0 as the winner

for each column in range 3:

if the elements of the columns in all rows at the current column index are equal and not equal to " ":

return the element in the first row at the current column index as the winner

if the elements of the main diagonal (top-left to bottom-right) are equal and not equal to " ":

return the element at the top-left corner as the winner

if the elements of the other diagonal (top-right to bottom-left) are equal and not equal to " ":

return the element at the top-right corner as the winner

return None

function play\_game():

create an empty board with 3 rows and 3 columns, filled with " "

set the current player to "X"

set the winner to None

while there is no winner:

print the current state of the board

get the row as user input (0-2)

get the column as user input (0-2)

if the position indicated by the row and column is empty:

place the current player's symbol at that position

check if there is a winner on the current board

if the current player is "X", set the current player to "O", otherwise set it to "X"

else:

print "Invalid move. Try again."

print the final state of the board

if there is a winner:

print the winner followed by "wins!"

else:

print "It's a tie!"

play\_game()