


```

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 draw!")
    break

current_player = "O" if current_player == "X" else "X"

if __name__ == "__main__":
    tic_tac_toe()

```

```

  |  |
  ---
  |  |
  ---
  |  |
  ---
Player X, enter your move row (0-2): 0
Player X, enter your move column (0-2): 0
X |  |
  ---
  |  |
  ---
  |  |
  ---
Player O, enter your move row (0-2): 0
Player O, enter your move column (0-2): 1
X | O |
  ---
  |  |
  ---
  |  |
  ---
Player X, enter your move row (0-2): 1
Player X, enter your move column (0-2): 0
X | O |
  ---
X |  |
  ---
  |  |
  ---
Player O, enter your move row (0-2): 1
Player O, enter your move column (0-2): 1
X | O |
  ---
X | O |
  ---
  |  |
  ---
Player X, enter your move row (0-2): 2
Player X, enter your move column (0-2): 0
X | O |
  ---
X | O |
  ---
X |  |
  ---
Player X wins!

```

