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#include <stdio.h>

#include <stdlib.h>

#include <time.h>

Void print_board(char board[ROWS][COLS])
{
    Printf("\n");

    For (int I = 0; I < ROWS; i++) {
        For (int j = 0; j < COLS; j++) {
            Printf(" %c ", board[i][j]);

            If (j < COLS - 1) {
                Printf("|");
            }
        }

        Printf("\n");

        If (I < ROWS - 1) {
            Printf("---|---|---\n");
        }
    }

    Printf("\n");
}

Int check_win(char board[ROWS][COLS], char player) {
    For (int I = 0; I < ROWS; i++) {
        If (board[i][0] == player && board[i][1] == player && board[i][2] == player) {
            Return 1;
        }
    }
}

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For (int j = 0; j < COLS; j++) {
    If (board[0][j] == player && board[1][j] == player && board[2][j] == player) {
        Return 1;
    }
}

If ((board[0][0] == player && board[1][1] == player && board[2][2] == player) ||
    (board[0][2] == player && board[1][1] == player && board[2][0] == player)) {
    Return 1;
}

Return 0;
}

Int board_full(char board[ROWS][COLS]) {
    For (int i = 0; i < ROWS; i++) {
        For (int j = 0; j < COLS; j++) {
            If (board[i][j] == ' ') {
                Return 0;
            }
        }
    }

    Return 1;
}

Void computer_move(char board[ROWS][COLS]) {
    Srand(time(NULL));

    Int row, col;

    Do {
        Row = rand() % ROWS;

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        Col = rand() % COLS;
    }
while (board[row][col] != ' '); Board[row][col] = 'O';
}

Int main() {
    Char board[ROWS][COLS] = {{ ' ', ' ', ' ',
                                ' ', ' ', ' ',
                                ' ', ' ', ' ' };

    Char player = 'X';

    Printf("Welcome to Tic-Tac-Toe!\n");

    While (1) {
        Print_board(board);

        If (player == 'X') {
            Int row, col;

            Printf("Enter your move (row and column, 1-3): ");

            Scanf("%d %d", &row, &col);

            Row--;
            Col--;

            If (row >= 0 && row < ROWS && col >= 0 && col < COLS && board[row][col] == ' ') {
                Board[row][col] = player;
            } else {
                Printf("Invalid move. Try again.\n");
                Continue;
            }
        } else {
            Printf("Computer's move:\n");

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    Computer_move(board);  
}  
  
If (check_win(board, player)) {  
    Print_board(board);  
    Printf("%c wins!\n", player);  
    Break;  
}  
  
If (board_full(board)) {  
    Print_board(board);  
    Printf("It's a draw!\n");  
    Break;  
}  
  
Player = (player == 'X') ? 'O' : 'X';  
}  
  
Return 0;  
}
```