```java
import java.io.*;

class TicTacToe
{
    public static void main(String[] args)
    {
        new InputStreamReader(System.in);
        BufferedReader theKeyboard = new BufferedReader(new InputStreamReader(System.in));

        Board Game = new Board();


        System.out.print("Enter 1 to play with computer;" +
                         "\nEnter 2 to play with other people.\nPlease enter 1-2: " );

        int players =1;
        String input = "";
        boolean badInput = false;

        do // get the number of players -- only accept 1 or 2
        {
            try
            {
                input = theKeyboard.readLine();
            }
            catch(IOException e)
            {
                System.out.println("input error:" + e);
                System.exit(1);
            }
            if(input.equals("1"))
            {
                badInput = false;
                players = 1;
            }
            else if(input.equals("2"))
            {
                badInput = false;
                players = 2;
            }
            else badInput = true;

            if(badInput) System.out.print("Enter a number, 1 or 2: ");
        }
        while(badInput);


        System.out.println("TicTacToe Game starts."+
                           " Please enter 1-9 to make your choice.");

        int [] move = new int [2];
        char winner;
        int getTurn = 1;          // The initialization of turns

        System.out.println(Game); // print the board for first time

        while(true)               // loop only breaks when X or O wins, or a cat's game
        {
            // Player X's turn
            if(getTurn%2 != 0)
            {
                if (players == 2) {

                    System.out.print("Player X, Enter 1-9 to make choice: ");
                    while(true)
                    {
                        move = getMove();
                        // can't take occupied space
                        if(!Game.elementMarked(move[0], move[1])) break;
                        System.out.println("That space is occupied.");
                    }

                }

                else // Or computer player
                {
                    move = ComputerPlayer.makeMove(Game.copyBoard(), getTurn);
                }


                Game.markFirst(move[0], move[1]); // mark an X on the board

                winner = Game.win(); // Check if win

                if(winner != 'N')
                    break;
                System.out.println(Game);

                getTurn++;    //return turn to the other player
            }

            // Player O's turn
            System.out.print("Player O, Enter 1-9 to make choice: ");

            while(true)
            {
                move = getMove();
                if(!Game.elementMarked(move[0], move[1]))
                    break;
                System.out.println("This square has been chosen." +
                                   " Please enter a new square.");
            }

            Game.markSecond(move[0], move[1]);

```

```java
            winner = Game.win();    // Check if win

            if( winner != 'N')
                break;
            System.out.println(Game);

            getTurn++;    //return turn to the other player
        }

        System.out.println(Game);

        if(winner == 'C')
            System.out.println("This is a cat's game.");

        if(winner != 'C')
            System.out.println("The winner is: " + winner);

    }

    // getMove gets the users choice and translates it into rows and columns
    public static int[] getMove()
    {
        new InputStreamReader(System.in);
        BufferedReader theKeyboard = new BufferedReader(new InputStreamReader(System.in));

        String input = "";
        int [] move = new int[2];
        boolean errorInput = false;
        do
        {
            try
            {
                input = theKeyboard.readLine();
            }
            catch(IOException e)
            {
                System.out.println("input error:" + e);
                System.exit(1);
            }
                 if(input.equals("1")) {move [0] = 0; move[1] = 0; errorInput = false;}
            else if(input.equals("2")) {move [0] = 0; move[1] = 1; errorInput = false;}
            else if(input.equals("3")) {move [0] = 0; move[1] = 2; errorInput = false;}
            else if(input.equals("4")) {move [0] = 1; move[1] = 0; errorInput = false;}
            else if(input.equals("5")) {move [0] = 1; move[1] = 1; errorInput = false;}
            else if(input.equals("6")) {move [0] = 1; move[1] = 2; errorInput = false;}
            else if(input.equals("7")) {move [0] = 2; move[1] = 0; errorInput = false;}
            else if(input.equals("8")) {move [0] = 2; move[1] = 1; errorInput = false;}
            else if(input.equals("9")) {move [0] = 2; move[1] = 2; errorInput = false;}
            else errorInput = true;

            if(errorInput)
                System.out.print("Error input. Enter a number within 1-9: ");
        }
        while(errorInput);

        return move;
    }
}
```