THIS IS A MINI - GAME: -It was completely developed using Python3

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In [3]:
from IPython.display import clear output
def display board(board):
   clear output()
   print(' | | ')
   print(board[7]+' | '+board[8]+' | '+board[9])
   print(' | ')
   print('----')
   print(' | ')
   print(board[4]+' | '+board[5]+' | '+board[6])
   print(' | ')
   print('----')
   print(' | ')
   print(board[1]+' | '+board[2]+' | '+board[3])
   print(' | | ')
In [4]:
summa board=['#','1','2','3','4','5','6','7','8','9']
display board(summa board)
7 | 8 | 9
 4 | 5 | 6
 1 | 2 | 3
 In [5]:
def player input():
   marker=''
   while not(marker=='X' or marker=='0'):
      marker=input("Player 1...choose X or 0 : ").upper()
   if marker=='X':
      return('X','0')
   else:
       return('0','X')
In [6]:
player1_marker,player2_marker=player_input()
Player 1...choose X or O : x
In [7]:
def place marker(board, marker, position):
   board[position] = marker
place marker(summa board, '$',8)
display board(summa board)
```

```
1 | 2 | 3
In [8]:
def win check(board, mark):
    return((board[1]==mark and board[2]==mark and board[3]==mark)or
           (board[4] == mark and board[5] == mark and board[6] == mark) or
           (board[7] == mark and board[8] == mark and board[9] == mark) or
           (board[1] == mark and board[4] == mark and board[7] == mark) or
           (board[2]==mark and board[5]==mark and board[8]==mark) or
           (board[3] == mark and board[6] == mark and board[9] == mark) or
           (board[1] == mark and board[5] == mark and board[9] == mark) or
           (board[3] == mark and board[5] == mark and board[7] == mark) )
In [9]:
win check(summa board,'x')
Out[9]:
False
In [10]:
import random
def choose first():
    flip=random.randint(0,1)
    if flip==0:
        return 'Player 1'
    else:
       return 'Player 2'
In [11]:
def space check(board, position):
    return board[position] == ' '
In [12]:
def full board check(board):
    for i in range (1, 10):
        if space check(board,i):
            return False
    return True
In [13]:
def player choice (board):
    position=0
    while position not in [1,2,3,4,5,6,7,8,9] or not space check (board, position):
        position=int(input('Choose a position (1-9) : '))
    return position
In [14]:
def replay():
    choice = input("Wanna Play Again ? Enter y or n")
    return choice=='y'
In [15]:
print(" T I C - T A C - T O E ")
while True:
    the board=[' ']*10
    player1 marker,player2 marker = player input()
    turn=choose first()
    print(turn+ will go first...')
```

```
play_game=input('Ready to start ? y or n ')
  if play game == 'y':
     game_on=True
  else:
     game on=False
  while game on:
      if turn == 'Player 1':
          display board(the board)
          position=player choice(the board)
          place marker (the board, player1 marker, position)
          if win check(the board, player1 marker):
              display board(the board)
              print('PLAYER 1 HAS WON !!!!')
              game_on=False
          else:
              if full board check(the board):
                  display_board(the_board)
                  print("TIE GAME !")
                  game_on=False
              else:
                  turn = 'Player 2'
      else:
          display board(the board)
          position=player choice(the board)
          place marker (the board, player2 marker, position)
          if win check(the board, player2 marker):
              display board(the board)
              print('PLAYER 2 HAS WON !!!!')
              game on = False
          else:
              if full_board_check(the_board):
                  display_board(the_board)
                  print("TIE GAME !")
                  game on = False
              else:
                  turn='Player 1'
 if not replay():
     break
 | X
```