Module B.4 – Updated Program

# Definitions of the Game Board Setup

x\_mark = "X"

y\_mark = "Y"

blank = " "

boardRow0 = [blank,blank,blank]

boardRow1 = [blank,blank,blank]

boardRow2 = [blank,blank,blank]

# Setup and display board

print (boardRow0)

print (boardRow1)

print (boardRow2)

# Define the Function

def MakeAMove () :

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORy = input("X or Y =")

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

# If statements can be used to check that the range of input values are correct

if (colMove > 2 ) :

print ("Column value must be between 0 to 2. Please try again")

if ((xORy != x\_mark ) and (xORy != y\_mark)) :

print ("Mark must be either X or O. Please try again")

if(rowMove==0):

boardRow0[colMove]=xORy

elif(rowMove==1):

boardRow1[colMove]=xORy

else:

boardRow2[colMove]=xORy

print (boardRow0)

print (boardRow1)

print (boardRow2)

# Repeat loop 9 times

for move in [1,2,3,6,7,8,9]:

MakeAMove()