12.4	classmate Date
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Y	
	Implement Tic-Tac-Toe Game:
	Algorithm.
	board = [['', '', '], ['', '], ['', ']]
	game-over(): for i < 0 to 2:
	if board [0][i] == board [1][i] == board [2][i] !==";"; teturn True, board [0][i].
	for i = 0 to 2 ij board [i][o] == board [i][i] == board[i][2]!= ':
	return True, board [i][o]. J board[o][o] == board [i][i]== board[o][i]:
	il board [0][2] = hoard [][1] == board[2][0]! >':
	return False, board [1][1].
	display-board()
	num-generator () r = random. vandint (2) c = random. randint (0,2)
	c = random. randint (0,2)
	return r.c
	take_cell()
	rz int (input()) cz int (input())
	return r.c.
	counter = 0.
	$\mathbf{x} \in \mathcal{C}_{\mathbf{x}}$

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	display-board(). while True:	
	while Ine:	
	r/ r/= (a/a - ca/c)	
	while board [rl-D[c1-1]!	511
	print ("Occupied")	
	board[r1-1][c1-1] 2'x'.	
	counter += 1	1
	b, c = game_over() display-board().	
	il b	
	print (won")	
	break.	
		31.
	voile [72] [c2] ['':	
	52,00 = num-generator () board [72] [(2) = '0'	
	board [12] ((2) = 1011	.
	counter += 1	
	display - board.	1
	display - board. b, c = game - over (). j b:	
	print ("won").	1810 26
	break.	
	ij counter = = 9.	
	print ("draw").	1
	break-	, t t
P		
	Dutput:	- n 1
	Enter now and column: 11	i k
	X O	ν'
		501100
	202	

1	classmate
	Date
	2, 2
	× 10
	X
	D C
	3,3
	\times \wedge
	X
	I won the game.
	V.
	Pillor
	State space diagram:
	Start in the Manufacture of the Control of the Cont
	players Turn -> [Check Win/Draw] -> player wing.
	players Turn → [Check Win/Draw] → player wing.
-	
	Agent turn -> [check win/Draw] -> Agentwing.
	Restart/Exit.
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