

Tic tack toe game

Code:

```
def print_board(board):
    for row in board:
        print(" | ".join(row))
    print("-" * 9)

def check_winner(board, player):
    # Check rows, columns, and diagonals for a win
    for i in range(3):
        if all(board[i][j] == player for j in range(3)) or all(board[j][i] == player for j in range(3)):
            return True
        if all(board[i][i] == player for i in range(3)) or all(board[i][2 - i] == player for i in range(3)):
            return True
    return False

def is_full(board):
    return all(board[i][j] != ' ' for i in range(3) for j in range(3))

def play_game():
    board = [[' ' for _ in range(3)] for _ in range(3)]
    current_player = 'X'

    while True:
        print_board(board)
        row, col = map(int, input(f"Player {current_player}, enter row and column (e.g., 1 2): ").split())

        if board[row - 1][col - 1] == ' ':
            board[row - 1][col - 1] = current_player
            if check_winner(board, current_player):
                print_board(board)
                print(f"Player {current_player} wins!")
                break
            elif is_full(board):
                print_board(board)
                print("It's a draw!")
                break
            else:
                current_player = 'X' if current_player == 'O' else 'O'
            else:
                print("That cell is already occupied. Try again.")

    if __name__ == '__main__':
        play_game()
```