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# Below is part of My Project 1 display function, including code to
# display x's and o's on the board. You can use this code in your project 2.

# display: position*position->sprite
#
# display(xs,os) is the sprite consisting of the hash marks in the play
# area, the reset button, and all x's and o's on the board,  as well as
# the results message in case the game is over.

def display(xs,os):
      basicDisplay = grid() | XOImages(xs,os) | resetButton()
      if gameOver(xs,os): return basicDisplay | resultsMsg(xs,os)
      else: return basicDisplay

% seg: int*int*int*int -> Line
%
% seg(x1,y1,x2,y2) is the so-called "Line" with endpoints Point(x1,y1)
# and Point(x2,y2).

def seg(x1,y1,x2,y2): return Line(Point(x1,y1),Point(x2,y2))

# grid(): sprite
# grid() is a sprite of the four hashmarks of the tic tac toe game board.

def grid():
      L1=seg(250,100,250,400)
      L2=seg(350,100,350,400)
      L3=seg(150,200,450,200)
      L4=seg(150,300,450,300)
      return {L1,L2,L3,L4}

# center: cell -> Point
# center(c) is the center point of cell c on the display

def center(c):
      x = 200 + 100*((c-1)%3)
      y = 150 + 100*((c-1)//3)
      return Point(x,y)

# XOImages:position*position->Sprite
# This is the sprite of the x's and o's on the board.
# I did this using text, so it does not look cool.

def XOImages(xs,os):
      Ximages = {Text(center(c),'x') for c in xs}
      Oimages =  {Text(center(c),'o') for c in os}
      return (Ximages | Oimages)
```