

**Overview**

Create a simple Tic Tac Toe game. (This program is worth 2 10-point lab programs)

**Preliminary**

Download TicTacToeStudent.py and open in Wing.

**Requirements**

- Follow all coding guidelines but the only documentation needed is your name at the top of the program. Keep the original documentation in the program.
- Write code according to the comments provided in TicTacToeStudent.py. There will be no credit if this is not followed.
- Match the output shown in the sample runs.
- Optional extensions:
  - Although not shown in the sample runs, an X or an O could over-write a previously placed X or O. Also, an out-of-bounds row or column could be entered. You could prevent this by having the player continually re-enter row and column values until an open slot in the board will be replaced and the row and column values are in bounds.
  - Allow the user to enter row and column values they are accustomed to. For example, the cell in the upper left corner would be row 1 and column 1 rather than row 0 and column 0, the lower cell in the bottom right would be row 3 and column 3, and so on...

**Sample Run**

Sample Run 1	Sample Run 2	Sample Run 3	Sample Run 4
<pre> - - - - - - - - -  Player X's turn Row: 0 Col: 0 X - - - - - - - -  Player O's turn Row: 1 Col: 1 X - - - O - - - -  Player X's turn Row: 0 Col: 1 X X - - O - - - -  Player O's turn Row: 1 Col: 0 X X - O O - - - - </pre>	<pre> - - - - - - - - -  Player X's turn Row: 1 Col: 1 - - - - X - - - -  Player O's turn Row: 2 Col: 2 - - - - X - - - O  Player X's turn Row: 0 Col: 0 X - - - X - - - O  Player O's turn Row: 0 Col: 2 X - O - X - - - O </pre>	<pre> - - - - - - - - -  Player X's turn Row: 0 Col: 0 X - - - - - - - -  Player O's turn Row: 0 Col: 1 X O - - - - - - -  Player X's turn Row: 0 Col: 2 X O X - - - - - -  Player O's turn Row: 1 Col: 0 X O X O - - - - - </pre>	<pre> - - - - - - - - -  Player X's turn Row: 1 Col: 1 - - - - X - - - -  Player O's turn Row: 0 Col: 0 O - - - X - - - -  Player X's turn Row: 1 Col: 0 O - - X X - - - -  Player O's turn Row: 0 Col: 0 O - - X X O - - - </pre>

Player X's turn Row: <b>0</b> Col: <b>2</b> X X X O O - - - - X wins!	Player X's turn Row: <b>2</b> Col: <b>0</b> X - O - X - X - O  Player O's turn Row: <b>1</b> Col: <b>2</b> X - O - X O X - O O wins!	Player X's turn Row: <b>1</b> Col: <b>1</b> X O X O X - - - -  Player O's turn Row: <b>1</b> Col: <b>2</b> X O X O X O - - -  Player X's turn Row: <b>2</b> Col: <b>0</b> X O X O X O X - - X wins!	Player X's turn Row: <b>0</b> Col: <b>2</b> O - X X X O - - -  Player O's turn Row: <b>2</b> Col: <b>0</b> O - X X X O O - -  Player X's turn Row: <b>0</b> Col: <b>1</b> O X X X X O O - -  Player O's turn Row: <b>2</b> Col: <b>1</b> O X X X X O O O -  Player X's turn Row: <b>2</b> Col: <b>2</b> O X X X X O O O X Cat!
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**Submission**

- Print and upload before class
- Turn in at the beginning of class