```
import random
def print_board(b):
    for r in b:
       print(" | ".join(r))
       print("-" * 10)
def check_win(b):
    for row in b:
       if row.count(row[0]) == len(row) and row[0] != ' ':
           return True
    for col in range(len(b)):
        if all(b[row][col] == b[0][col] and b[row][col] != ' ' for row in range(len(b))):
           return True
    if b[0][0] == b[1][1] == b[2][2] and b[0][0] != ' ':
        return True
    if b[0][2] == b[1][1] == b[2][0] and b[0][2] != ' ':
       return True
    return False
def check draw(b):
    return all(cell != ' ' for row in b for cell in row)
def computer_move(b):
   best_score = -float('inf')
   best move = None
    for i in range(len(b)):
       for j in range(len(b[0])):
           if b[i][j] == '
                b[i][j] = 'X'
                score = minimax(b, 0, False)
                b[i][j] = '
                if score > best_score:
                   best_score = score
best_move = (i, j)
    if best move:
       b[best_move[0]][best_move[1]] = 'X'
def minimax(b, depth, is_maximizing):
   if check_win(b):
        return -1 if is_maximizing else 1
    elif check_draw(b):
       return 0
    if is_maximizing:
       best_score = -float('inf')
        for i in range(len(b)):
            for j in range(len(b[0])):
                if b[i][j] == ' '
                    b[i][j] = 'X'
                    score = minimax(b, depth + 1, False)
                    b[i][j] = ' '
                    best_score = max(score, best_score)
       return best_score
   else:
        best_score = float('inf')
        for i in range(len(b)):
            for j in range(len(b[0])):
                if b[i][j] == ' ':
                    b[i][j] = 'O'
                    score = minimax(b, depth + 1, True)
                    b[i][j] = ' '
                    best_score = min(score, best_score)
        return best_score
def human_move(b):
       move = input("Enter your move (row and column number, separated by space): ")
       move = move.split()
        if len(move) != 2:
            print("Invalid input. Please enter two numbers separated by space.")
            continue
            row, col = int(move[0]), int(move[1])
           print("Invalid input. Please enter valid integers.")
            continue
        if row < 0 or row > 2 or col < 0 or col > 2:
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print("Invalid move. Please enter numbers between 0 and 2.")
        if b[row][col] != ' ':
           print("Invalid move, try again.")
            b[row][col] = '0'
            break
def play_game():
   board = [[' ' for _ in range(3)] for _ in range(3)]
   while True:
       print_board(board)
        human_move(board)
        if check_win(board):
           print_board(board)
           print("You win!")
           break
        elif check_draw(board):
           print_board(board)
            print("It's a draw!")
            break
        computer_move(board)
        if check_win(board):
           print_board(board)
            print("Computer wins!")
            break
        elif check_draw(board):
            print_board(board)
           print("It's a draw!")
           hreak
play game()
print('Adithya Ravikeerthi')
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     Enter your move (row and column number, separated by space): 1
    Invalid input. Please enter two numbers separated by space.
    Enter your move (row and column number, separated by space): 12
    Invalid input. Please enter two numbers separated by space.
    Enter your move (row and column number, separated by space): 1 2
      | X
     | | 0
     Enter your move (row and column number, separated by space): 2 2
    X | X
     | | 0
     | | 0
    Enter your move (row and column number, separated by space): 1 6
    Invalid move. Please enter numbers between 0 and 2.
    Enter your move (row and column number, separated by space): 1 1
    X \mid X \mid X
      0 0
     | | 0
    Computer wins!
    Adithya Ravikeerthi
```