bool checkWin(char dis[3][3], char player) {

// Check rows and columns

for(int i = 0; i < 3; i++) {

// Check rows

if((dis[i][0] == player && dis[i][1] == player && dis[i][2] == player)||

// Check columns

(dis[0][i] == player && dis[1][i] == player && dis[2][i] == player))

return true;

if((dis[0][0] == player && dis[1][1] == player && dis[2][2] == player)||

(dis[0][2] == player && dis[1][1] == player && dis[2][0] == player))

return true;

return false;

}}