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;