//we use 9 turn cause there is 3 row and coloumn

for(int turn=0;turn<9;turn++){

board(dis);

//this is optional if you want we can jump code this but our program have a problem

while(true) {

cout << "Player " << (currentplayer == player1 ? "1" : "2") << ", enter position (1-9): ";

if(!(cin >> position)) { // If input fails (non-number)

cin.clear(); // Clear error flag

cin.ignore(numeric\_limits<streamsize>::max(), '\n'); // Discard bad input

cout << "Please enter a number between 1-9!\n";

continue;

}

break; // Valid input

}

while(position < 1 || position > 9) {

cout << "Invalid position. Please enter 1-9: ";

cin >> position;}

int row = (position - 1) / 3;

int col = (position - 1) % 3;

while(dis[row][col] == x || dis[row][col] == o) {

cout << "Position already taken. Choose another: ";

cin >> position;

row = (position - 1) / 3;

col = (position - 1) % 3; }

dis[row][col]=currentplayer