```
1 # for display the tic tac toe board
2 def print_board(a):
      print("", a[1], " |", a[2], " | ", a[3], " ")
3
      print("
4
      5
      print("----
6
      print("", a[7], " |", a[8], " | ", a[9], " ")
7
8
9
10 # for display the instruction of game
11 def print_instructions():
      print("\n----- WELCOME TO TIC TAC TOE
12
   ----\n\n")
13
      print_board(pos)
14
      print()
15
16
      players[0] = input("Player 1 : ")
      players[1] = input("Player 2 : ")
17
18
19
      print("\n-----")
      print("->", players[0], "you will using X")
20
      print("->", players[1], "you will using 0")
21
      print("-> Turn starts from", players[0])
22
23
      print("-> Potisions are like :-")
                          ")
24
      print(" 1
                   2
                       3
                          -")
25
      print("——
                          ")
      print(" 4
26
                  5
                       6
27
                          -")
      print("----
                          ")
28
      print(" 7
                  8
                       9
29
      print("-> press S to start the game")
30
      flaq = input()
31
      return flag
32
33
34 # for start the game
35 def startgame():
36
      turn = 0
37
      for i in range(9):
38
          if turn % 2 == 0:
39
              print("\nthis is ur turn", players[0])
40
              p = int(input("Please Enter postion : "))
```

```
41
42
                pos[p] = v
43
                print_board(pos)
                winner = checkwin(v)
44
                if winner is "nobody":
45
46
                    turn = 1
47
                    continue
48
                else:
49
                    print("\n\nHurray !!,", players[0], "
   you win □□")
50
                    break
51
           else:
52
                print("\nthis is ur turn", players[1])
                p = int(input("Please Enter postion : "))
53
                v = '0'
54
                pos[p] = v
55
                print_board(pos)
56
57
                winner = checkwin(v)
58
                if winner is "nobody":
59
                    turn = 0
60
                    continue
61
                else:
                    print("\n\nHurray !!,", players[1], "
62
   you win □□")
63
                    break
64
       else:
           print("\n\nGame is Tie")
65
66
67
68 # check for winner
69 def checkwin(v):
       for i in winning_conditions:
70
           if (pos[i[0]], pos[i[1]], pos[i[2]]) == (v, v
71
   , v):
72
                winner = players[0]
73
                break
           elif (pos[i[0]], pos[i[1]], pos[i[2]]) == (v
74
   , v, v):
                winner = players[1]
75
76
                break
77
       else:
```

```
File - C:\Users\dell\PycharmProjects\pythonProject\Tic Tak.py
             winner = "nobody"
 78
 79
         return winner
 80
 81
 82 # main code
 83 pos = ['', '', '', '', '', '',
 84 players = ['', '']
 85 winning_conditions = [(1, 2, 3), (4, 5, 6), (7, 8, 9)]
    ), (1, 4, 7), (2, 5, 8), (3, 6, 9), (1, 5, 9), (3, 5
    , 7)]
 86 flag = print_instructions()
 87 if flag == 's' or flag == 'S':
 88 startgame()
 89 else:
         print("Invalid Entry")
 90
 91
```