Implement a Tic-Tac-Toe game:

1. 2-player Game:
    a. Create a 3x3 square box.
    b. Print out the correct player's turn and store the player's char (x or o).
    c. Ask the user for the box (0-8) to put x or o and check if it is valid (check it is empty or already occupied).
    d. Use a loop to keep asking the player to enter a valid no and set the right position on the board to the player char.
    e. Create a function that checks if either player has won. (Check total 8 combinations. For example, check if board[0][0] equals board[0][1] and if board[0][1] equals board[0][2] and these positions either contain 0 or x.
    f. Print out which player has won if a player has won. If all the boxes are filled up and no winning combination, print draw.
2. 1-Player Game:
    a. One player turn (x) and one computer turn (0).
    b. Each time computer will calculate heuristic value of all possible move and choose the maximum valued position. E(n)= O(n)- X(n), where 0(n)= Total possible winning lines of 0 and X(n)= Total possible winning lines of X.