import tkinter as tk

from tkinter import messagebox

window = tk.Tk()

window.title("Крестики-нолики")

window.geometry("300x350")

current\_player = "X"

buttons = []

def check\_winner():

for i in range(3):

if buttons[i][0]["text"] == buttons[i][1]["text"] == buttons[i][2]["text"] != "":

return True

if buttons[0][i]["text"] == buttons[1][i]["text"] == buttons[2][i]["text"] != "":

return True

if buttons[0][0]["text"] == buttons[1][1]["text"] == buttons[2][2]["text"] != "":

return True

if buttons[0][2]["text"] == buttons[1][1]["text"] == buttons[2][0]["text"] != "":

return True

return False

def on\_click(row**,** col):

global current\_player

if buttons[row][col]['text'] != "":

return

buttons[row][col]['text'] = current\_player

if check\_winner():

messagebox.showinfo("Игра окончена"**,**f"Игрок {current\_player} победил!")

current\_player = "0" if current\_player == "X" else "X"

for i in range(3):

row = []

for j in range(3):

btn = tk.Button(window**,** text=""**,** font=("Arial"**,** 20)**,** width=5**,** height=2**,** command=lambda r=i**,** c=j: on\_click(r**,** c))

btn.grid(row=i**,** column=j)

row.append(btn)

buttons.append(row)

window.mainloop()