Tic Tac Toe Random NPC

Part II - Random Non-Player Character

In this part, we are going to build a version of Tic Tac Toe that uses a random non-player character (NPC). A random NPC will place its piece ("O") randomly on an available board slot.

To complete this part, you will only have to:

1. Create a function take_random_turn(self, player)
   This function should randomly place a piece on an available space on the board.

2. Make adjustments to your take_turn() function.
   When it's a human player X's turn, the function should call take_manual_turn(). When it is the NPC player O's turn, the function should call take_random_turn()

Hints

- As a reminder, to get a random number, make use of the random python class. The function randint can be used to generate a random number from a range.
  - Ex. randint(0, 2) will return a random integer between 0 and 2 inclusive
- Make use of the is_valid_move function to determine if the random space generated is a valid move. Keep generating new row, col pairs until you get a valid move.

You should now be able to play your Tic Tac Toe game without another User!

```
Welcome to TicTacToe!
Player 1 is X and Player 2 is O
Take turns placing your pieces - the first to 3 in a row wins!
    0   1   2
0   -   -   -
1   -   -   -
2   -   -   -
X's Turn
Enter a row: 0
Enter a column: 0
    0   1   2
0   X   -   -
1   -   -   -
2   -   -   -
O's Turn
    0   1   2
0   X   -   O
1   -   -   -
2   -   -   -
X's Turn
Enter a row: 1
Enter a column: 0
    0   1   2
0   X   -   O
1   X   -   -
2   -   -   -
```