import tkinter as tk

from tkinter import messagebox

class TicTacToe:

def \_init\_(self, root):

self.root = root

self.root.title("Tic-Tac-Toe")

self.current\_player = "X"

self.board = [""] \* 9

self.buttons = []

self.create\_buttons()

self.reset\_button = tk.Button(self.root, text="Restart", command=self.reset\_game)

self.reset\_button.grid(row=3, column=0, columnspan=3)

def create\_buttons(self):

for i in range(9):

button = tk.Button(self.root, text="", font=('normal', 40), width=5, height=2,

command=lambda i=i: self.button\_click(i))

button.grid(row=i//3, column=i%3)

self.buttons.append(button)

def button\_click(self, index):

if self.board[index] == "" and self.check\_winner() is False:

self.board[index] = self.current\_player

self.buttons[index].config(text=self.current\_player)

if self.check\_winner():

messagebox.showinfo("Tic-Tac-Toe", f"Player {self.current\_player} wins!")

self.disable\_buttons()

elif "" not in self.board:

messagebox.showinfo("Tic-Tac-Toe", "It's a draw!")

self.disable\_buttons()

else:

self.current\_player = "O" if self.current\_player == "X" else "X"

def check\_winner(self):

win\_conditions = [(0, 1, 2), (3, 4, 5), (6, 7, 8),

(0, 3, 6), (1, 4, 7), (2, 5, 8),

(0, 4, 8), (2, 4, 6)]

for a, b, c in win\_conditions:

if self.board[a] == self.board[b] == self.board[c] and self.board[a] != "":

return True

return False

def disable\_buttons(self):

for button in self.buttons:

button.config(state=tk.DISABLED)

def reset\_game(self):

self.current\_player = "X"

self.board = [""] \* 9

for button in self.buttons:

button.config(text="", state=tk.NORMAL)

if \_name\_ == "\_main\_":

root = tk.Tk()

game = TicTacToe(root)

root.mainloop()