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In [1]: | import random
           def checkBoard(board):
               for player in range(1,3):
                   if player==1:
                       symbol="X"
                   else:
                       symbol="0"
                   for i in range(0,3):
                       if (board[i][0]==symbol) and (board[i][1]==symbol) and (board[i][2]==symbol):
                           return player+1
                   for i in range(0,3):
                       if (board[0][i]==symbol) and (board[1][i]==symbol) and (board[2][i]==symbol):
                           return player+1
                   if (board[0][0]==symbol) and (board[1][1]==symbol) and (board[2][2]==symbol):
                           return player+1
                   if (board[0][2]==symbol) and (board[1][1]==symbol) and (board[2][0]==symbol):
                           return player+1
               for i in range(0,3):
                   for j in range(0,3):
                       if board[i][j]=="":
                           return 0
               return 1
           def initializeBoard(board):
               for i in range(0,3):
                   for j in range(0,3):
                       board[i][i]=""
           def printBoard(board):
               #write code to print the current board of the game
               cellstr=""
               for i in range(0,3):
                   for j in range(0,3):
                       if board[i][j]=="":
                            cellstr=" "
                       elif board[i][i]=="X":
                            cellstr="X"
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else:
                cellstr="0"
            print("|",cellstr,end=" ")
        print("|")
        if i<2:
            print("|---|")
    print()
def whoWillStart():
    #returns who will start the game
   return random.randint(1,2)
def startGame(board,players,player):
    initializeBoard(board)
    players[1]=input("Enter name of the Player 1 (symbol X): ")
    players[2]=input("Enter name of the Player 2 (symbol 0): ")
    print(players[player], "has won the toss. So,", players[player], " will start first.")
    print()
def playMove(board, players, player):
    print(players[player], " will take move now.")
    row=int(input("Choose the row where you want to put your bet: "))
    column=int(input("Choose the column where you want to put your bet: "))
    if player==1:
        board[row-1][column-1]="X"
    else:
        board[row-1][column-1]="0"
    printBoard(board)
def togglePlayer(playerInGame):
    if playerInGame==1:
        return 2
    else:
        return 1
def announceResult(state, states, players):
    if states[state]=="DRAW":
        print("Game results in a draw.")
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elif states[state]=="P1-WIN":
        print(players[1], "has won the game. Congratulations!!")
    elif states[state]=="P2-WIN":
        print(players[2], "has won the game. Congratulations!!")
    print()
   return int(input("Do you want to play again? (Enter 1 for YES, 0 for NO) "))
def restartGame(board, players, whoStarted):
   initializeBoard(board)
   whoStarted=togglePlayer(whoStarted)
    print("In this game", players[whoStarted], "will start the game")
    return whoStarted
#Main Program
# Variables
board=[["0", "X", "0"],["X", "X", "0"],["0", "", "X"]]
players=["", "P1", "P2"]
states=["PLAY", "DRAW", "P1-WIN", "P2-WIN"]
playerInGame=0
state=0
whoStarted=0
# Main Program
playerInGame=whoWillStart()
whoStarted=playerInGame
startGame(board, players, whoStarted)
# Game Loop
while True:
    playMove(board,players, playerInGame)
    state=checkBoard(board)
    if states[state]=="PLAY":
        playerInGame=togglePlayer(playerInGame)
    else:
        playMore=announceResult(state, states, players)
        if playMore==1:
            playerInGame=restartGame(board,players,whoStarted)
            whoStarted=playerInGame
        else:
            print("Thanks for playing game! Hope you enjoyed it. :):)")
```

Enter name of the Player 1 (symbol X): Bashu Enter name of the Player 2 (symbol 0): Arshu Bashu has won the toss. So, Bashu will start first.

Bashu will take move now.

Choose the row where you want to put your bet: 1
Choose the column where you want to put your bet: 1

X		

Arshu will take move now.

Choose the row where you want to put your bet: 1 Choose the column where you want to put your bet: 2

	0	
-	 	
-	 	

Bashu will take move now.

Choose the row where you want to put your bet: 1 Choose the column where you want to put your bet: 3

Arshu will take move now.

Choose the row where you want to put your bet: 2 Choose the column where you want to put your bet: 1

•	0	
0		

Bashu will take move now.

Choose the row where you want to put your bet: 2

Choose the column where you want to put your bet: 2

X		
 0	•	

Arshu will take move now.

Choose the row where you want to put your bet: 3 Choose the column where you want to put your bet: 3

Bashu will take move now.

Choose the row where you want to put your bet: 2 Choose the column where you want to put your bet: 3

Arshu will take move now.

Choose the row where you want to put your bet: 3 Choose the column where you want to put your bet: 1

Bashu will take move now.

Choose the row where you want to put your bet: 3 Choose the column where you want to put your bet: 2

0	X	0

Game results in a draw.

Do you want to play again? (Enter 1 for YES, 0 for NO) 0 Thanks for playing game! Hope you enjoyed it. :):)