

Pg. No.: 07 Date: 21/01/25

Q-1	Write a program to implement Tic Tac Toe game.
M. Artis	Toe game.
	경제 이 그 이 마음 왕이 되어 되어 있는데 아이를 하다. 그래요 이 나를 맞아 되었다. 그렇게 하는데, 그런데 살아 되었다. 그래요 아이를 다 되었다. 그래요 아이를 다 되었다.
	the Bound = ? 7.
	the Bound = \$'7':\',\8':\',\9':\', '4':\',\5':\',\6':\', '1':\',\2':\',\3':\',
	boand_keys = []
	For key in the Bound:
	for key in the Board: board-keys append (key)
	def perint Bound Chound):
	perint Chound ['7'] + '1' + boand ['8'] +
	1't boand['9'])
	print Cbound ['4'] + '1' + bound ['5'] + '1' + bound ['6'])
	pgrint C'-+-+-')
	print Chound ['I'] + 1' + boand ['2'] +
	11' + boand ['3'])
3 6.3 s.	
	def game():
	tunn = 'X
	count = 0
	C
W-1	for i in Mange C10):
	printBound CtheBound)
	print C"It's your turn," + turn + ". Move to which place?")



move = input() if the Board [move] == ' the Bound [move] = tunn count += 1 elge: print C"That place is already filled. continue count > = 5 : if the Bound ['7'] == the Bound ['8'] = = the Boand ['9']!= 1 ': printBoard CtheBoard) Print ("In Game Over In") print (" *** *" + turn + " won . *** *") elif the Bound ['4'] == the Bound ['5'] == the Bound ['6']!=" Print Board Cthe Bound) print ("In Grame Over In")
print ("*** * " + turn + " won. *** * ") Blif FreBoard theBound ['I'] == theBound ['2'] == theBound ['3']!= '! Print Bound C the Bound) print ("In Game Over In") Print (**** " + turn + "won. * ***") bneak



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	elif the Boand ['1'] == the Bound ['4'] == the Bound ['7']!= ':
	PrintBound CtheBound 2
	print C"\n Grame Over \n")
	parint ("*** "+ tuan + " won. *** ")
	ряеаК
W.	elif the Bound ['2'] == the Bound ['5'] == the Bound ['8']!= ':
	PrintBound CtheBounds
	print ("In Game Over, In")
	print ("**** "+ tunn +". won ****")
	bneuk
A STATE OF THE STA	
	elif theBound ['3'] == theBound['6'] == theBound['9']!= ':
	printBoand CtheBoand)
	print C"In Grame Over, In")
	print ("**** "+ turn + "won. *** ")
	Б иеак
=	elif the Bound ['7'] == the Bound ['5'] == the Bound ['3']!= ':
	printBound (theBound)
	print C"In Game Over In")
	print ("****"+ tugn+" won. ****")
	byeak
	elif the Bound [']'] == the Bound ['5'] == the Bound ['9']!="':
	perint Board Cthe Bound
	print C"\n Game Over.\n")
	print ("****"+ turn+"won, ****")
	bneak.
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if count == 9: print C"In Game Over In")
print C"It's a Tile!!")

if tunn == 'X': else:

tunn = 'X'

nestant = input C"Do you want to play Again? (y/n)")

if nestant == "y" on nestant == "y":

for key in boand keys:

the Boand [key] = ""

game ()

if main game ()