Code Explanation:

1) The code starts by importing all the necessary libraries.
2) Next, it creates an empty board and checks for empty places on the board.
3) The possibilities() function then selects a random place for the player and returns the board.
4) The row_win(), col_win(), and diag_win() functions check whether the player has three of their marks in a horizontal row, vertical row, or diagonal row, respectively.
5) If so, they return True and win is set to that player.
6) If not, they continue checking until either one of these conditions is met.
7) Finally, evaluate() determines whether there is a winner or tie based on the results of the other two functions.
8) If there is no winner (i.e., all players have zero marks), then no action is taken and the program terminates with an error message stating that there was no game played!
9) Otherwise, if both players have at least one mark in each column and row but not in any diagonal line (a situation called a deadlock), then play continues as normal with whoever has more wins being declared the winner.
10) In case of a tie, play goes back to evaluating who won last time; this process repeats until somebody wins or somebody loses all their pieces (which ends up being Game Over
11) The code creates an empty board and then checks for the player having three marks in a horizontal row, vertical row or diagonal row.
12) If the player has achieved this, the code sets the winner variable to be equal to the corresponding value from that row on the board.
13) If there is no winner, then all of the players' pieces are set to 0 and the program ends.