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In [3]: def print_board(board):
        print("\n".join(map(str, board)))

def check_winner(board):
    for i in range(3):
        if board[i][0] == board[i][1] == board[i][2] != ' ':
            return True
        if board[0][i] == board[1][i] == board[2][i] != ' ':
            return True
    if board[0][0] == board[1][1] == board[2][2] != ' ':
        return True
    if board[0][2] == board[1][1] == board[2][0] != ' ':
        return True
    return False

def tic_tac_toe():
    board = [[' ']*3 for _ in range(3)]
    player = 'X'

    for _ in range(9):
        print_board(board)
        print("Player", player, "turn")
        row = int(input("Enter row: "))
        col = int(input("Enter column: "))

        if board[row][col] != ' ':
            print("Invalid move, please try again")
            continue

        board[row][col] = player

        if check_winner(board):
            print_board(board)
            print("Player", player, "wins!")
            return

        player = 'O' if player == 'X' else 'X'

    print("It's a tie!")

tic_tac_toe()
```

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[' ', ' ', ' ', ' ']  
[' ', ' ', ' ', ' ']  
[' ', ' ', ' ', ' ']  
Player X turn  
Enter row: 1  
Enter column: 1  
[' ', ' ', ' ', ' ']  
[' ', ' ', 'X', ' ']  
[' ', ' ', ' ', ' ']  
Player O turn  
Enter row: 2  
Enter column: 1  
[' ', ' ', ' ', ' ']  
[' ', ' ', 'X', ' ']  
[' ', ' ', 'O', ' ']  
Player X turn  
Enter row: 0  
Enter column: 2  
[' ', ' ', ' ', 'X']  
[' ', 'X', ' ', ' ']  
[' ', 'O', ' ', ' ']  
Player O turn  
Enter row: 2  
Enter column: 0  
[' ', ' ', ' ', 'X']  
[' ', 'X', ' ', ' ']  
['O', 'O', ' ', ' ']  
Player X turn  
Enter row: 1  
Enter column: 1  
Invalid move, please try again  
[' ', ' ', ' ', 'X']  
[' ', 'X', ' ', ' ']  
['O', 'O', ' ', ' ']  
Player X turn  
Enter row: 0  
Enter column: 1  
[' ', 'X', 'X', ' ']  
[' ', 'X', ' ', ' ']  
['O', 'O', ' ', ' ']  
Player O turn  
Enter row: 2  
Enter column: 2  
[' ', 'X', 'X', ' ']  
[' ', 'X', ' ', ' ']  
['O', 'O', 'O', ' ']  
Player O wins!
```

In []: