21se02ml006 seml3011

## Implement Tic Tac Toe Game.

## Code:

```
import os
import time
player = 1
#########win Flags#########
Win = 1
Draw = -1
Running = 0
Stop = 1
###############################
Game = Running
Mark = 'X'
#This Function Draws Game Board
def DrawBoard():
   print(" %c | %c | %c " % (board[1],board[2],board[3]))
   print(" %c | %c | %c " % (board[4], board[5], board[6]))
   print(" | | ")
   print(" %c | %c | %c " % (board[7], board[8], board[9]))
   print(" | ")
#This Function Checks position is empty or not
def CheckPosition(x):
   if (board[x] == ''):
def CheckWin():
   if(board[1] == board[2] and board[2] == board[3] and board[1] != ' '):
       Game = Win
```

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```
elif(board[4] == board[5] and board[5] == board[6] and board[4] != '
        Game = Win
    elif(board[7] == board[8] and board[8] == board[9] and board[7] != '
'):
       Game = Win
   elif(board[1] == board[4] and board[4] == board[7] and board[1] != '
    elif(board[2] == board[5] and board[5] == board[8] and board[2] != '
'):
        Game = Win
    elif(board[3] == board[6] and board[6] == board[9] and board[3] != '
):
        Game=Win
    elif(board[1] == board[5] and board[5] == board[9] and board[5] != '
        Game = Win
    elif(board[3] == board[5] and board[5] == board[7] and board[5] != '
'):
       Game=Win
    elif(board[1]!=' ' and board[2]!=' ' and board[3]!=' ' and board[4]!='
 and board[5]!=' ' and board[6]!=' ' and board[7]!=' ' and board[8]!=' '
and board[9]!=' '):
       Game=Draw
        Game=Running
print("Tic-Tac-Toe Game Designed By Sourabh Somani")
print("Player 1 [X] --- Player 2 [0]\n")
print()
print()
print("Please Wait...")
time.sleep(3)
while(Game == Running):
    os.system('cls')
    DrawBoard()
```

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```
if(player % 2 != 0):
        print("Player 1's chance")
       Mark = 'X'
   else:
        print("Player 2's chance")
       Mark = '0'
    choice = int(input("Enter the position between [1-9] where you want to
mark : "))
    if(CheckPosition(choice)):
       board[choice] = Mark
       player+=1
       CheckWin()
os.system('cls')
DrawBoard()
if(Game==Draw):
   print("Game Draw")
elif(Game==Win):
   player-=1
    if(player%2!=0):
       print("Player 1 Won")
       print("Player 2 Won")
```

## Output: