# Definitions of the Game Board Setup

x\_mark= "x"

o\_mark= "o"

blank= " "

# Setup and display of a single row

Boardrow0= [blank,blank,blank]

Boardrow1= [blank,blank,blank]

Boardrow2= [blank,blank,blank]

print (Boardrow0)

print (Boardrow1)

print (Boardrow2)

# Note: Numbers must be converted using int() function

print ("Make a move…")

xORo = input("X or O =")

rowMove = int(input("Row = "))

colMove = int(input("Col = "))

if (rowMove==0):

Boardrow0[colMove] = xORo

if (rowMove==0):

Boardrow0[colMove] = xORo

if (colMove > 2 ) :

Boardrow2[colMove] = xORo

# The move can be added to a row as follows:

print (Boardrow0)

print (Boardrow1)

print(Boardrow2)

# If statements can be used to check that the range of input values are correct

if (colMove>2) :

print ("Columm value must be between 0 to 2. Please try again")

if (input(xORo != x\_mark)or input(xORo != o\_mark)) :

print ("Mark must be either X or O. Please try again")