TIC TAC TOE CONSOLE

1. What is Tic Tac Toe?
   1. **Tic-tac-toe** ([American English](https://en.wikipedia.org/wiki/American_English)), **noughts and crosses** ([Commonwealth English](https://en.wikipedia.org/wiki/Commonwealth_English)), or **Xs and Os** ([Irish English](https://en.wikipedia.org/wiki/Irish_English)) is a [paper-and-pencil game](https://en.wikipedia.org/wiki/Paper-and-pencil_game) for two players who take turns marking the spaces in a three-by-three grid with *X* or *O*. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner. It is a [solved game](https://en.wikipedia.org/wiki/Solved_game), with a forced draw assuming [best play](https://en.wikipedia.org/wiki/Best_response) from both players.

<https://en.wikipedia.org/wiki/Tic-tac-toe>

1. How to play using my code?
   1. First you must download the TicTacToe Console to your preferred desktop.
   2. As both player1.py and player2.py are sockets, you must run both (in separate terminals) to initialize the gameplay. So, start by running player2.py as it is the host, and provide it with a HOST name and PORT number through which the other user will connect to it.
   3. Once that is running, open another terminal and run player1.py, and enter the HOST name and PORT number to initialize the game.
   4. The game starts with player 1 entering its username, when prompted, and then it is asked to enter the first coordinates of the three-by-three matrix, which is the gameboard.