Description

Our program should be able to display the grid at all stages of the game. Now we're going to write a program that allows the user to enter a string representing the game state and correctly prints the 3x3 game grid based on this input. We'll also add some boundaries around the game grid.

Objectives

In this stage, you will write a program that:

1. Reads a string of 9 symbols from the input and displays them to the user in a 3x3 grid. The grid can contain only X, 0 and _ symbols.
2. Outputs a line of dashes - - - - - - - - - above and below the grid, adds a pipe | symbol to the beginning and end of each line of the grid, and adds a space between all characters in the grid.

Examples

The greater-than symbol followed by a space (>) represents the user input. Note that it's not part of the input.

Example 1:

```
> 0_0XX0_XX
- - - - - - - - -
| 0 _ 0 |
| X X 0 |
| _ X X |
- - - - - - - - -
```

Example 2:

```
> 0X0__X_0X
- - - - - - - - -
| 0 X 0 |
| _ _ X |
| _ 0 X |
- - - - - - - - -
```

Example 3:

```
> _XO__X___
---------
| _ X O |
| _ _ X |
| _ _ _ |
---------
```

Note: try to convert string to a list of lists, then iterate through the grid and apply the consistent formatting (borders and spaces).