Helal Haidari tic tac toe program.

# Definitions of the Game Board Setup

x\_mark = " X "

o\_mark = " O "

blank = " "

row0 = [blank, blank, blank]

row1 = [blank, blank, blank]

row2 = [blank, blank, blank]

gameboard = [row0, row1, row2]

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Function to Print The TicTacRoe Game Board

def printBoard():

rows = 0

while (rows < 3):

print(gameboard[rows])

rows = rows + 1

print(" ")

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Function to Add a Players Move to the Game Board

def addMove (mark, row, col):

gameboard[row][col] = mark

# \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# Main Program Code is Below

# print the starting Board

printBoard()

rowMove = int(input("Player x make a move; row = "))

colMove = int(input("player x make a move; col ="))

addMove(x\_mark,rowMove, colMove)

# Add a move for Player ("x\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player o make a move; row = "))

colMove = int(input("player o make a move; col ="))

if (gameboard[rowMove][colMove] != blank):

print("BAD move, try again")

rowMove = int(input("Player o make a move; row = "))

colMove = int(input("player o make a move; col ="))

addMove(o\_mark,rowMove, colMove)

# Add a move for Player ("o\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player x make a move; row = "))

colMove = int(input("player x make a move; col ="))

addMove(x\_mark,rowMove, colMove)

# Add a move for Player ("x\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player o make a move; row = "))

colMove = int(input("player o make a move; col ="))

addMove(o\_mark,rowMove, colMove)

# Add a move for Player ("o\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player x make a move; row = "))

colMove = int(input("player x make a move; col ="))

addMove(x\_mark,rowMove, colMove)

# Add a move for Player ("x\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player o make a move; row = "))

colMove = int(input("player o make a move; col ="))

addMove(o\_mark,rowMove, colMove)

# Add a move for Player ("o\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player x make a move; row = "))

colMove = int(input("player x make a move; col ="))

addMove(x\_mark,rowMove, colMove)

# Add a move for Player ("x\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player o make a move; row = "))

colMove = int(input("player o make a move; col ="))

addMove(o\_mark,rowMove, colMove)

# Add a move for Player ("o\_mark,rowMove,colMove)

printBoard()

rowMove = int(input("Player x make a move; row = "))

colMove = int(input("player x make a move; col ="))

addMove(x\_mark,rowMove, colMove)

# Add a move for Player ("x\_mark,rowMove,colMove)

printBoard()

row1