

Complete the pattern for each of the column indices. Each address designates a specific new space in our gameboard.

|         | Step 1 | Step 2 | Step 3 | Step 4 | Step 5 | Step 6 | Step 7 |
|---------|--------|--------|--------|--------|--------|--------|--------|
| b[0,0]  |        |        |        |        |        |        |        |
| b[0, 1] |        |        |        |        |        |        |        |
| b[0, 2] |        |        |        |        |        |        |        |
| b[0, 3] |        |        |        |        |        |        |        |
| b[0, 4] |        |        |        |        |        |        |        |
| b[0, 5] |        |        |        |        |        |        |        |
| b[0, 6] |        |        |        |        |        |        |        |
| b[0, 7] |        |        |        |        |        |        |        |

Add on to the code below to print off the rest of our gameboard. Feel free use **another** variable to cycle through the list in each element. In this case, use the variable **j**.

```
for i in range(0, len(b)-1):
```

**DON'T FORGET  
TO INDENT!**

Write out the second half of the code here. Keep in mind that you are dealing with **two** indices, not just one.