import random

board = [' ' for i in range(9)]

def display\_board():

print('-------------')

print('|', board[0], '|', board[1], '|', board[2], '|')

print('-------------')

print('|', board[3], '|', board[4], '|', board[5], '|')

print('-------------')

print('|', board[6], '|', board[7], '|', board[8], '|')

print('-------------')

# Function to check for a win

def check\_win(player):

# Check rows

for i in range(0, 9, 3):

if board[i] == board[i+1] == board[i+2] == player:

return True

# Check columns

for i in range(3):

if board[i] == board[i+3] == board[i+6] == player:

return True

# Check diagonals

if board[0] == board[4] == board[8] == player:

return True

if board[2] == board[4] == board[6] == player:

return True

return False

# Function to check if the board is full

def check\_draw():

return ' ' not in board

# Function to make a move

def make\_move(player, position):

board[position] = player

# Function for the bot player's move

def bot\_move():

# Check for winning move

for i in range(9):

if board[i] == ' ':

board[i] = 'O'

if check\_win('O'):

return

board[i] = ' '

# Check for blocking move

for i in range(9):

if board[i] == ' ':

board[i] = 'X'

if check\_win('X'):

board[i] = 'O'

return

board[i] = ' '

# Choose a random move

while True:

position = random.randint(0, 8)

if board[position] == ' ':

make\_move('O', position)

return

def play\_game():

current\_player = 'X'

while True:

display\_board()

if current\_player == 'X':

position = int(input('Player ' + current\_player + ', choose a position (1-9): ')) - 1

if board[position] == ' ':

make\_move(current\_player, position)

else:

print('Invalid move. Try again.')

continue

else:

bot\_move()

if check\_win(current\_player):

display\_board()

if current\_player == 'X':

print('Player X wins!')

else:

print('Bot wins!')

break

elif check\_draw():

display\_board()

print("It's a draw!")

break

current\_player = 'O' if current\_player == 'X' else 'X'

play\_game()