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

# Defintions 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]

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

#Fuction to print the tictactoe gameboard

def printBoard():

rows = 0

while (rows < 3):

print(gameBoard[rows])

rows = rows + 1

print(" ")

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

# Fuction 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 staring board

printBoard()

#

#Sample Code to check for proper row /col

#

rowMove = int(input("Player x make a mov: row ="))

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

addMove(x\_mark,rowMove,colMove)

continueGame = True

while (continueGame == True):

rowMove = int(input("Player o make a mov: row ="))

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

#

#Sample Code to check for proper row /col

#

# Add a move for player x

addMove(x\_mark, 1,1)

printBoard()

# Add a move for player o

addMove(o\_mark, 2,2)

printBoard()

rowMove = int(input("Player o make a mov: row ="))

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

# Add a move for player x

addMove(x\_mark, 3,3)

printBoard()

addMove(o\_mark,rowMove,colMove)

# End Of Program