E:\tic++.cpp

```cpp

#include <iostream>
using namespace std;

// Function to draw the Tic-Tac-Toe board
void drawBoard(char board[3][3])
{
    cout << "-------------\n";
    for (int i = 0; i < 3; i++) {
        cout << "| ";
        for (int j = 0; j < 3; j++) {
            cout << board[i][j] << " | ";
        }
        cout << "\n-------------\n";
    }
}

// Function to check for a win
bool checkWin(char board[3][3], char player)
{
    // Check rows, columns, and diagonals
    for (int i = 0; i < 3; i++) {
        if (board[i][0] == player && board[i][1] == player
            && board[i][2] == player)
            return true;
        if (board[0][i] == player && board[1][i] == player
            && board[2][i] == player)
            return true;
    }
    if (board[0][0] == player && board[1][1] == player
        && board[2][2] == player)
        return true;
    if (board[0][2] == player && board[1][1] == player
        && board[2][0] == player)
        return true;
    return false;
}

int main()
{
    // Initialize the board and players
    char board[3][3] = { { ' ', ' ', ' ' },
                         { ' ', ' ', ' ' },
                         { ' ', ' ', ' ' } };
    char player = 'X';
    int row, col;
    int turn; // Declare turn here

```

```
49      cout << "Welcome to Tic-Tac-Toe!\n";
50
51      // Game loop
52      for (turn = 0; turn < 9; turn++) {
53          // Draw the board
54          drawBoard(board);
55
56          // Prompt for valid input
57          while (true) {
58              cout << "Player " << player
59                  << ", enter row (0-2) and column (0-2): ";
60              cin >> row >> col;
61
62              if (board[row][col] != ' ' || row < 0 || row > 2
63                  || col < 0 || col > 2) {
64                  cout << "Invalid move. Try again.\n";
65              }
66              else {
67                  break; // Valid input, exit the loop.
68              }
69          }
70
71          // Make the move
72          board[row][col] = player;
73
74          // Check for a win after making a move
75          if (checkWin(board, player)) {
76              drawBoard(board);
77              cout << "Player " << player << " wins!\n";
78              break; // Exit the loop after a win.
79          }
80
81          // Switch to the other player
82          player = (player == 'X') ? 'O' : 'X';
83      }
84
85      // End of the game
86      drawBoard(board);
87
88      // Check for a draw
89      if (turn == 9 && !checkWin(board, 'X')
90          && !checkWin(board, 'O')) {
91          cout << "It's a draw!\n";
92      }
93
94      return 0;
95  }
96
```