C:\turboc\Untitled-1.cpp

```cpp
 1  #include <iostream>
 2  using namespace std;
 3
 4  // Function to draw the Tic-Tac-Toe board
 5  void drawBoard(char board[3][3])
 6  {
 7      cout << "-------------\n";
 8      for (int i = 0; i < 3; i++) {
 9          cout << "| ";
10          for (int j = 0; j < 3; j++) {
11              cout << board[i][j] << " | ";
12          }
13          cout << "\n-------------\n";
14      }
15  }
16
17  // Function to check for a win
18  bool checkWin(char board[3][3], char player)
19  {
20      // Check rows, columns, and diagonals
21      for (int i = 0; i < 3; i++) {
22          if (board[i][0] == player && board[i][1] == player
23              && board[i][2] == player)
24              return true;
25          if (board[0][i] == player && board[1][i] == player
26              && board[2][i] == player)
27              return true;
28      }
29      if (board[0][0] == player && board[1][1] == player
30          && board[2][2] == player)
31          return true;
32      if (board[0][2] == player && board[1][1] == player
33          && board[2][0] == player)
34          return true;
35      return false;
36  }
37
38  int main()
39  {
40      // Initialize the board and players
41      char board[3][3] = { { ' ', ' ', ' ' },
42                           { ' ', ' ', ' ' },
43                           { ' ', ' ', ' ' } };
44      char player = 'X';
45      int row, col;
46      int turn; // Declare turn here
47
48      cout << "Welcome to Tic-Tac-Toe!\n";
49
50      // Game loop
51      for (turn = 0; turn < 9; turn++) {
52          // Draw the board
53          drawBoard(board);
54
```

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