

## Untitled-2

```
1 def print_board(board):
2     """Print the Tic-Tac-Toe board."""
3     for row in board:
4         print(" | ".join(row))
5         print("-" * 5)
6
7 def check_winner(board, player):
8     """Check if the current player has won."""
9     # Check rows
10    for row in board:
11        if all(cell == player for cell in row):
12            return True
13
14    # Check columns
15    for col in range(3):
16        if all(row[col] == player for row in board):
17            return True
18
19    # Check diagonals
20    if all(board[i][i] == player for i in range(3)):
21        return True
22    if all(board[i][2 - i] == player for i in range(3)):
23        return True
24
25    return False
26
27 def check_draw(board):
28     """Check if the board is full and there is no winner (draw)."""
29     return all(cell in ['X', 'O'] for row in board for cell in row)
30
31 def play_tic_tac_toe():
32     """Main function to play the Tic-Tac-Toe game."""
33     board = [[' ' for _ in range(3)] for _ in range(3)]
34     current_player = 'X'
35
36     while True:
37         print_board(board)
38         print(f"Player {current_player}'s turn")
39
40         # Get player's move
41         try:
42             row = int(input("Enter row (0, 1, 2): "))
43             col = int(input("Enter column (0, 1, 2): "))
44             if board[row][col] != ' ':
45                 print("Cell already occupied! Try again.")
46                 continue
47             board[row][col] = current_player
48         except (IndexError, ValueError):
```

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49         print("Invalid input! Please enter numbers between 0 and 2.")
50         continue
51
52     # Check if the current player has won
53     if check_winner(board, current_player):
54         print_board(board)
55         print(f"Player {current_player} wins!")
56         break
57
58     # Check if the board is full (draw)
59     if check_draw(board):
60         print_board(board)
61         print("It's a draw!")
62         break
63
64     # Switch player
65     current_player = 'O' if current_player == 'X' else 'X'
66
67 # Run the game
68 if __name__ == "__main__":
69     play_tic_tac_toe()
70
```