Tic Tac Toe

Create a Python program to build the game of Tic Tac Toe. Implement the following features:

1. All code should maintain PEP8 standards (no warnings when using pycodestyle)
2. Use version 3.8 of Python
3. The code should be as DRY (don't repeat yourself) as possible
4. Use docstrings to document the purpose of any modules created
5. Game play allows for 2 players
6. Display the game board using the numbers 1-9 as the position values to play
7. Prompt each player for the number of the position that they want to play
8. Check if the game is over after a player plays
9. When the game is over as a result of a tie, increment the draw value of each player
10. When the game is over as a result of a win, increment the win value of the player that won and the loss value of the player that lost
11. After a game is over, prompt the players to see if they want to play another game, if they do, the player's turn should switch to the next player before game play begins
12. Perform error checking on all values entered by the players, if a value entered is invalid, continue prompting the players until a valid input is received. If one cannot be obtained, a SystemExit exception should be raised

Features that should be included with the calling program:
1. Create a function that handles the signal for CTRL+C and exits with a message
2. Be able to handle a CTRL+D and exit with a message informing the user
3. Check to see if the program is being called as the main program
4. Catch the SystemExit error, if thrown