在checkForWin()方法中，检查是否有一方获胜：

1. def checkForWin(self):
2. for i in range(3):
3. if self.buttons[3 \* i].text() == self.buttons[3 \* i + 1].text() == self.buttons[3 \* i + 2].text() != '':
4. self.gameOver(self.buttons[3 \* i].text())
5. if self.buttons[i].text() == self.buttons[i + 3].text() == self.buttons[i + 6].text() != '':
6. self.gameOver(self.buttons[i].text())
7. if self.buttons[0].text() == self.buttons[4].text() == self.buttons[8].text() != '':
8. self.gameOver(self.buttons[0].text())
9. if self.buttons[2].text() == self.buttons[4].text() == self.buttons[6].text() != '':
10. self.gameOver(self.buttons[2].text())

在gameOver()方法中，定义游戏结束：

1. def gameOver(self, winner):
2. for button in self.buttons:
3. button.setEnabled(False)
4. if winner == 'X':
5. print('X wins!')
6. else:
7. print('O wins!')