```
def print_board(board):
    for row in board:
        print(" | ".join(row))
        print("-" * 9)

def is_draw(board):
    for row in board:
        if ' ' in row:
            return False
    return True

def is_winner(board, player):
    # Check rows
    for row in board:
        if all(cell == player for cell in row):
            return True

    # Check columns
    for col in range(3):
        if all(board[row][col] == player for row in range(3)):
            return True

    # Check diagonals
    if all(board[i][i] == player for i in range(3)) or all(board[i][2 - i] == player for i in range(3)):
        return True

    return False

def best_move(board):
    # Placeholder for AI move
    for i in range(3):
        for j in range(3):
            if board[i][j] == ' ':
                return i, j

    return 0, 0  # Default move if the board is full

def main():
    board = [[' ' for _ in range(3)] for _ in range(3)]
    while True:
        print_board(board)
        if is_draw(board) or is_winner(board, 'X') or is_winner(board, 'O'):
            break
        while True:
            try:
                human_move = tuple(map(int, input("Enter row and column numbers from 0-2. Enter your move (row and column): ").split()))
```

```
                if 0 <= human_move[0] < 3 and 0 <= human_move[1] < 3 and board[human_move[0]][human_move[1]] == ' ':
                    board[human_move[0]][human_move[1]] = 'X'
                    break
                else:
                    print("Invalid move. Try again.")
            except ValueError:
                print("Invalid input. Please enter row and column as two space-separated integers.")
                continue

        if is_draw(board) or is_winner(board, 'X') or is_winner(board, 'O'):
            break

        ai_move = best_move(board)
        board[ai_move[0]][ai_move[1]] = 'O'

    print_board(board)
    if is_winner(board, 'X'):
        print("You win!")
    elif is_winner(board, 'O'):
        print("AI wins!")
    else:
        print("It's a draw!")

if __name__ == "__main__":
    main()
```

```
   |   |
 ---------
   |   |
 ---------
   |   |
 ---------
Enter row and column numbers from 0-2. Enter your move (row and column): 1 0
O |   |
---------
X |   |
---------
  |   |
---------
Enter row and column numbers from 0-2. Enter your move (row and column): 2 1
O | O |
---------
X |   |
---------
  | X |
---------
Enter row and column numbers from 0-2. Enter your move (row and column): 2 2
```

```
O | O | O
---------
X |   |
---------
  | X | X
---------
O | O | O
---------
X |   |
---------
  | X | X
---------
AI wins!
```