

## Tic Tac To Sample Output

### Sample 1: X wins (horizontal)

```
$ python3 hw2-ttt.py
```

```
1 | 2 | 3
```

```
4 | 5 | 6
```

```
7 | 8 | 9
```

```
X's move: 5
```

```
1 | 2 | 3
```

```
4 | X | 6
```

```
7 | 8 | 9
```

```
O's move: 2
```

```
1 | O | 3
```

```
4 | X | 6
```

```
7 | 8 | 9
```

```
X's move: 4
```

```
1 | O | 3
```

```
X | X | 6
```

```
7 | 8 | 9
```

```
O's move: 1
```

```
O | O | 3
```

```
X | X | 6
```

```
7 | 8 | 9
```

```
X's move: 6
```

```
O | O | 3
```

```
X | X | X
```

```
7 | 8 | 9
```

Game over! X wins!

## Sample 2: Nobody wins

```
$ python3 hw2-ttt.py
```

```
1 | 2 | 3
```

```
4 | 5 | 6
```

```
7 | 8 | 9
```

X's move: 5

```
1 | 2 | 3
```

```
4 | X | 6
```

```
7 | 8 | 9
```

O's move: 4

... more moves ...

```
X | O | O
```

```
O | X | X
```

```
7 | X | O
```

X's move: 7

```
X | O | O
```

```
O | X | X
```

```
X | X | O
```

Game over! Nobody wins!

## Sample 3: Validating Input

```
$ python3 hw2-ttt.py
```

```
1 | 2 | 3
```

```
4 | 5 | 6
```

```
7 | 8 | 9
```

X's move: one

Enter a number between 1 and 9.

X's move: 11

Enter a number between 1 and 9.

X's move: arrrrgggghhhhh!

Enter a number between 1 and 9.

X's move: 5

1 | 2 | 3

4 | X | 6

7 | 8 | 9

O's move: 5

That space is occupied, try another.

O's move: 0

Enter a number between 1 and 9.

O's move: