

# Tic-Tac-Toe Python Program Report

This report describes a Python-based command-line Tic-Tac-Toe game. The program allows two players, X and O, to play on a 3x3 grid by choosing positions numbered 0 to 8. The board is stored as a list of nine elements, and a simple display function is used to print the board in a structured layout after each move.

The program includes input validation to prevent invalid or duplicate moves. It checks win conditions using a dedicated function that evaluates all possible combinations: three rows, three columns, and two diagonals.

The game continues until a player wins or all positions are filled, resulting in a draw. The code is simple, readable, and ideal for beginners learning Python control flow, lists, functions, and game logic.