

```
import java.util.Scanner;
```

```
class Main {
```

```
    public static void main(String[] args) {  
        char[][] board = new char[3][3];  
        for (int row = 0; row < board.length; row++) {  
            for (int col = 0; col < board[row].length; col++) {  
                board[row][col] = ' ';  
            }  
        }  
    }
```

```
    char player = 'X';  
    boolean gameOver = false;  
    Scanner scanner = new Scanner(System.in);
```

```
    while (!gameOver) {  
        printBoard(board);  
        System.out.print("Player " + player + " enter: ");  
        int row = scanner.nextInt();  
        int col = scanner.nextInt();  
        System.out.println();
```

```
        if (board[row][col] == ' ') {  
            board[row][col] = player; // place the element  
            gameOver = haveWon(board, player);  
            if (gameOver) {  
                System.out.println("Player " + player + " has won: ");  
            } else {  
                // if (player == 'X') {  
                //     player = 'O';  
                // } else {  
                //     player = 'X';  
                // }  
                player = (player == 'X') ? 'O' : 'X';  
            }  
        } else {  
            System.out.println("Invalid move. Try again!");  
        }  
    }  
    printBoard(board);  
}
```

```
public static boolean haveWon(char[][] board, char player) {  
    // check the rows  
    for (int row = 0; row < board.length; row++) {  
        if (board[row][0] == player && board[row][1] == player && board[row][2] == player) {  
            return true;  
        }  
    }  
  
    // check for col  
    for (int col = 0; col < board[0].length; col++) {  
        if (board[0][col] == player && board[1][col] == player && board[2][col] == player) {  
            return true;  
        }  
    }  
}
```

```
}

// diagonal
if (board[0][0] == player && board[1][1] == player && board[2][2] == player) {
    return true;
}

if (board[0][2] == player && board[1][1] == player && board[2][0] == player) {
    return true;
}
return false;
}

public static void printBoard(char[][] board) {
    for (int row = 0; row < board.length; row++) {
        for (int col = 0; col < board[row].length; col++) {
            System.out.print(board[row][col] + " | ");
        }
        System.out.println();
    }
}
```