

# Problem 794: Valid Tic-Tac-Toe State

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 34.71%

**Paid Only:** No

**Tags:** Array, Matrix

## Problem Description

Given a Tic-Tac-Toe board as a string array `board`, return `true` if and only if it is possible to reach this board position during the course of a valid tic-tac-toe game.

The board is a `3 x 3` array that consists of characters `` ``, ``X`` , and ``O`` . The `` `` character represents an empty square.

Here are the rules of Tic-Tac-Toe:

- \* Players take turns placing characters into empty squares `` ``.
- \* The first player always places ``X`` characters, while the second player always places ``O`` characters.
- \* ``X`` and ``O`` characters are always placed into empty squares, never filled ones.
- \* The game ends when there are three of the same (non-empty) character filling any row, column, or diagonal.
- \* The game also ends if all squares are non-empty.
- \* No more moves can be played if the game is over.

**Example 1:**



**Input:** board = ["O ", " ", " "] **Output:** false **Explanation:** The first player always plays "X".

**Example 2:**



**Input:** board = ["XOX", " X ", " "] **Output:** false **Explanation:** Players take turns making moves.

**Example 3:**



**Input:** board = ["XOX", "O O", "XOX"] **Output:** true

**Constraints:**

\* `board.length == 3` \* `board[i].length == 3` \* `board[i][j]` is either 'X', 'O', or ' '.

## Code Snippets

### C++:

```
class Solution {
public:
    bool validTicTacToe(vector<string>& board) {
        ...
    }
};
```

### Java:

```
class Solution {
    public boolean validTicTacToe(String[] board) {
        ...
    }
}
```

### Python3:

```
class Solution:
    def validTicTacToe(self, board: List[str]) -> bool:
```