**EXPERIMENT 12:**

def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 9)

def check\_winner(board, player):

for i in range(3):

if all([cell == player for cell in board[i]]): return True

if all([board[j][i] == player for j in range(3)]): return True

if all([board[i][i] == player for i in range(3)]): return True

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

return False

def is\_draw(board):

return all(cell in ['X', 'O'] for row in board for cell in row)

def tic\_tac\_toe():

board = [[' ' for \_ in range(3)] for \_ in range(3)]

current\_player = 'X'

while True:

print\_board(board)

print(f"Player {current\_player}'s turn")

try:

row = int(input("Enter row (0-2): "))

col = int(input("Enter col (0-2): "))

if board[row][col] != ' ':

print("Cell already taken. Try again.")

continue

except (ValueError, IndexError):

print("Invalid input. Try again.")

continue

board[row][col] = current\_player

if check\_winner(board, current\_player):

print\_board(board)

print(f"Player {current\_player} wins!")

break

elif is\_draw(board):

print\_board(board)

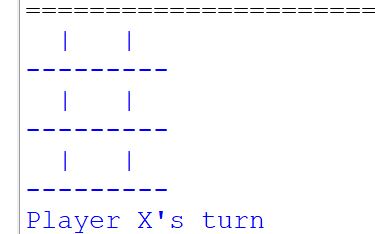
print("It's a draw!")

break

current\_player = 'O' if current\_player == 'X' else 'X'

tic\_tac\_toe()

**OUTPUT:**

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