TIC TAC TOE GAME

Algorithm:

1. Initialize an empty 3x3 board represented by a list of 9 spaces.
2. Define a function "print_board()" that prints the current state of the board in the form of a 3x3 grid.
3. Define a function "player_move(icon)" that prompts the current player to enter their move and updates the board with the player's icon.
4. Define a function "is_victory(icon)" that checks if the current player has won the game by having their icon in all three spaces of a row, column, or diagonal.
5. Define a function "is_draw()" that checks if the board is full and there is no winner.
6. Start a while loop that runs until the game is won or drawn.
7. Within the while loop, call the "print_board()" function to display the current state of the board.
8. Call the "player_move('X')" function for player 1 (X) to make their move.
9. Call the "is_victory('X')" function to check if player 1 (X) has won. If so, print a message and exit the while loop.
10. Call the "is_draw()" function to check if the game is a draw. If so, print a message and exit the while loop.
11. Call the "player_move('O')" function for player 2 (O) to make their move.
12. Call the "is_victory('O')" function to check if player 2 (O) has won. If so, print a message and exit the while loop.
13. Call the "is_draw()" function to check if the game is a draw. If so, print a message and exit the while loop.
14. Repeat steps 7-13 until the game is won or drawn.