```
#include <iostream>
#include <vector>

using namespace std;

const int SIZE = 3;

char board[SIZE][SIZE];

void initBoard() {
    for (int i = 0; i < SIZE; i++) {
        for (int j = 0; j < SIZE; j++) {
            board[i][j] = '-';
        }
    }
}

void printBoard() {
    for (int i = 0; i < SIZE; i++) {
        for (int j = 0; j < SIZE; j++) {
            cout << board[i][j] << " ";
        }
        cout << endl;
    }
}

bool isValidMove(int row, int col) {
    return row >= 0 && row < SIZE && col >= 0 && col < SIZE && board[row][col]
== '-';
}

void makeMove(char player, int row, int col) {
    if (isValidMove(row, col)) {
        board[row][col] = player;
    } else {
        cout << "Invalid move, try again." << endl;
    }
}

bool hasWon(char player) {
    // Check rows
    for (int i = 0; i < SIZE; i++) {
        if (board[i][0] == player && board[i][1] == player && board[i][2] ==
player) {
            return true;
        }
    }
    // Check columns
    for (int i = 0; i < SIZE; i++) {
        if (board[0][i] == player && board[1][i] == player && board[2][i] ==
player) {
            return true;
        }
    }
```

```cpp
    // Check diagonals
    if ((board[0][0] == player && board[1][1] == player && board[2][2] ==
player) ||
        (board[0][2] == player && board[1][1] == player && board[2][0] ==
player)) {
        return true;
    }
    return false;
}

bool isDraw() {
    for (int i = 0; i < SIZE; i++) {
        for (int j = 0; j < SIZE; j++) {
            if (board[i][j] == '-') {
                return false;
            }
        }
    }
    return true;
}

int main() {
    initBoard();
    char currentPlayer = 'X';
    int row, col;

    while (true) {
        printBoard();
        cout << "Player " << currentPlayer << ", enter your move (row and
column): ";
        cin >> row >> col;
        makeMove(currentPlayer, row - 1, col - 1);
        if (hasWon(currentPlayer)) {
            printBoard();
            cout << "Player " << currentPlayer << " wins!" << endl;
            break;
        }
        if (isDraw()) {
            printBoard();
            cout << "It's a draw!" << endl;
            break;
        }
        currentPlayer = (currentPlayer == 'X') ? 'O' : 'X';
    }

    return 0;
}
```