Tic tac toe program :

def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 9)

def check\_winner(board, player):

for row in board:

if all([cell == player for cell in row]):

return True

for col in range(3):

if all([board[row][col] == player for row in range(3)]):

return True

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

return True

return False

def is\_board\_full(board):

return all([cell != " " for row in board for cell in row])

def main():

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

current\_player = "X"

winner = None

while True:

print\_board(board)

row = int(input(f"Player {current\_player}, enter row (0, 1, 2): "))

col = int(input(f"Player {current\_player}, enter column (0, 1, 2): "))

if board[row][col] == " ":

board[row][col] = current\_player

else:

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

continue

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

winner = current\_player

break

if is\_board\_full(board):

break

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

print\_board(board)

if winner:

print(f"Player {winner} wins!")

else:

print("It's a draw!")

if \_\_name\_\_ == "\_\_main\_\_":

main()

output :

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Player X, enter row (0, 1, 2): 0

Player X, enter column (0, 1, 2): 0

X | |

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Player O, enter row (0, 1, 2): 0

Player O, enter column (0, 1, 2): 1

X | O |

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Player X, enter row (0, 1, 2): 1

Player X, enter column (0, 1, 2): 1

X | O |

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| X |

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Player O, enter row (0, 1, 2): 1

Player O, enter column (0, 1, 2): 2

X | O |

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| X | O

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Player X, enter row (0, 1, 2): 2

Player X, enter column (0, 1, 2): 2

X | O |

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| X | O

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| | X

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Player X wins!