x\_mark = " x "

o\_mark = " o "

blank = " "

row0 = [blank, blank, blank]

row1 = [blank, blank, blank]

row2 = [blank, blank, blank]

gameBoard = [row0, row1, row2]

def printBoard():

rows = 0

while (rows < 3):

print(gameBoard[rows])

rows = rows + 1

print(" ")

def addMove(mark, row, col):

gameBoard[row][col] = mark

printBoard()

rowMove = int(input("player X make a move: row = "))

colMove = int(input("player X make a move: Col = "))

print(rowMove,colMove)

addMove(o\_mark,rowMove,colMove)

rowMove = int(input("player X make a move: row = "))

colMove = int(input("player X make a move: Col = "))

print(rowMove, colMove)

# addMove(o\_mark,rowMove,colMove)

rowMove = int(input("player X make a move: row = "))

colMove = int(input("player X make a move: Col = "))

# addMove(o\_mark,rowMove,colMove)

rowMove = int(input("playewr O make a move: row = "))

colMove = int(input("playewr ) make a move: col = "))

print(rowMove, colMove)

# addMove(o\_mark,rowMove,colMove)

print(rowMove, colMove)

# addMove(o\_mark,rowMove,colMove)

rowMove = int(input("playewr X make a move: row = "))

colMove = int(input("playewr X make a move: col = "))

print(rowMove,colMove)

# addMove(o\_mark,rowMove,colMove)

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colMove = int(input("playewr ) make a move: col = "))

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# addMove(o\_mark,rowMove,colMove)

print(rowMove, colMove)

# addMove(o\_mark,rowMove,colMove)

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print(rowMove, colMove)

# addMove(o\_mark,rowMove,colMove)