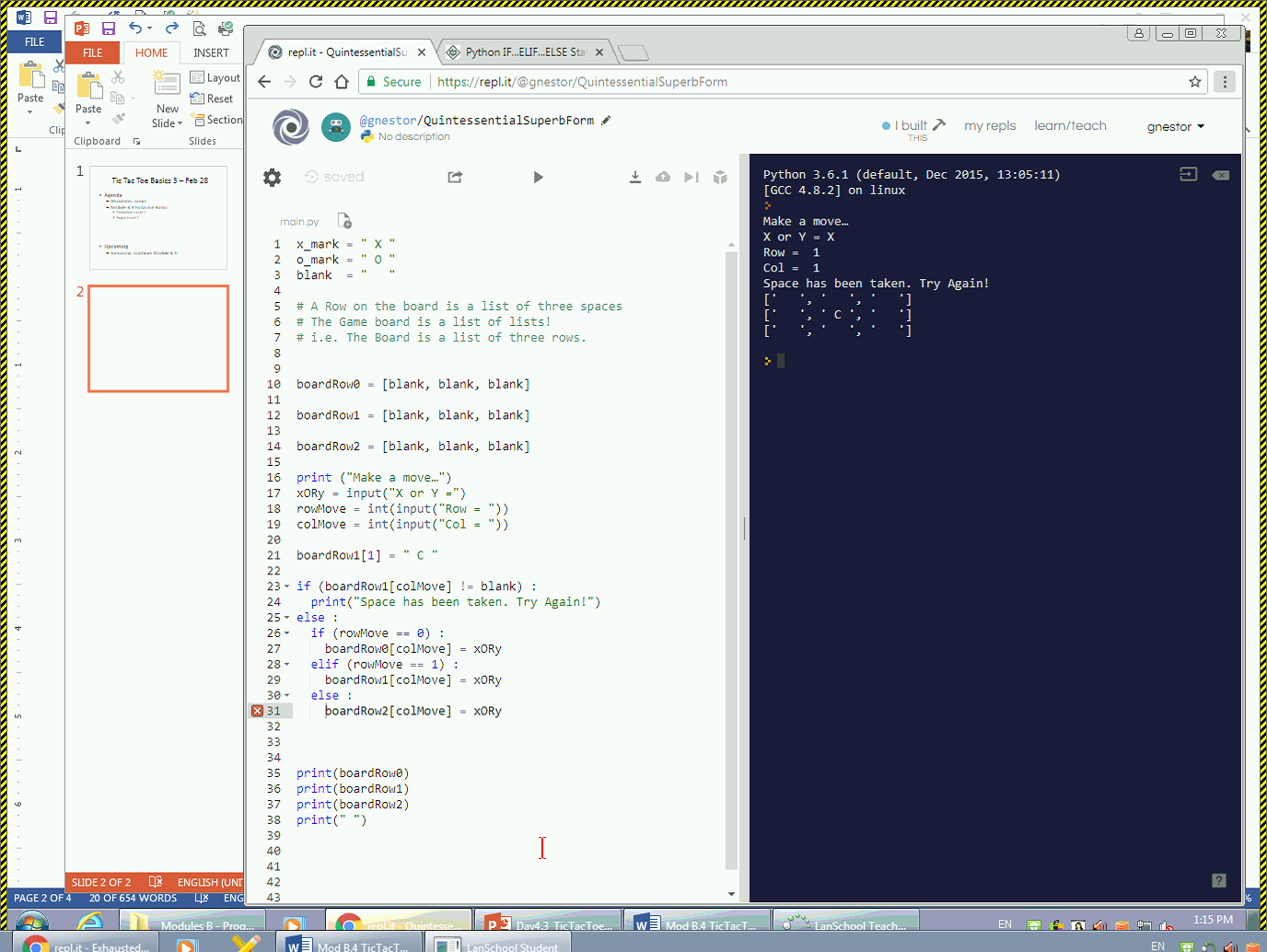
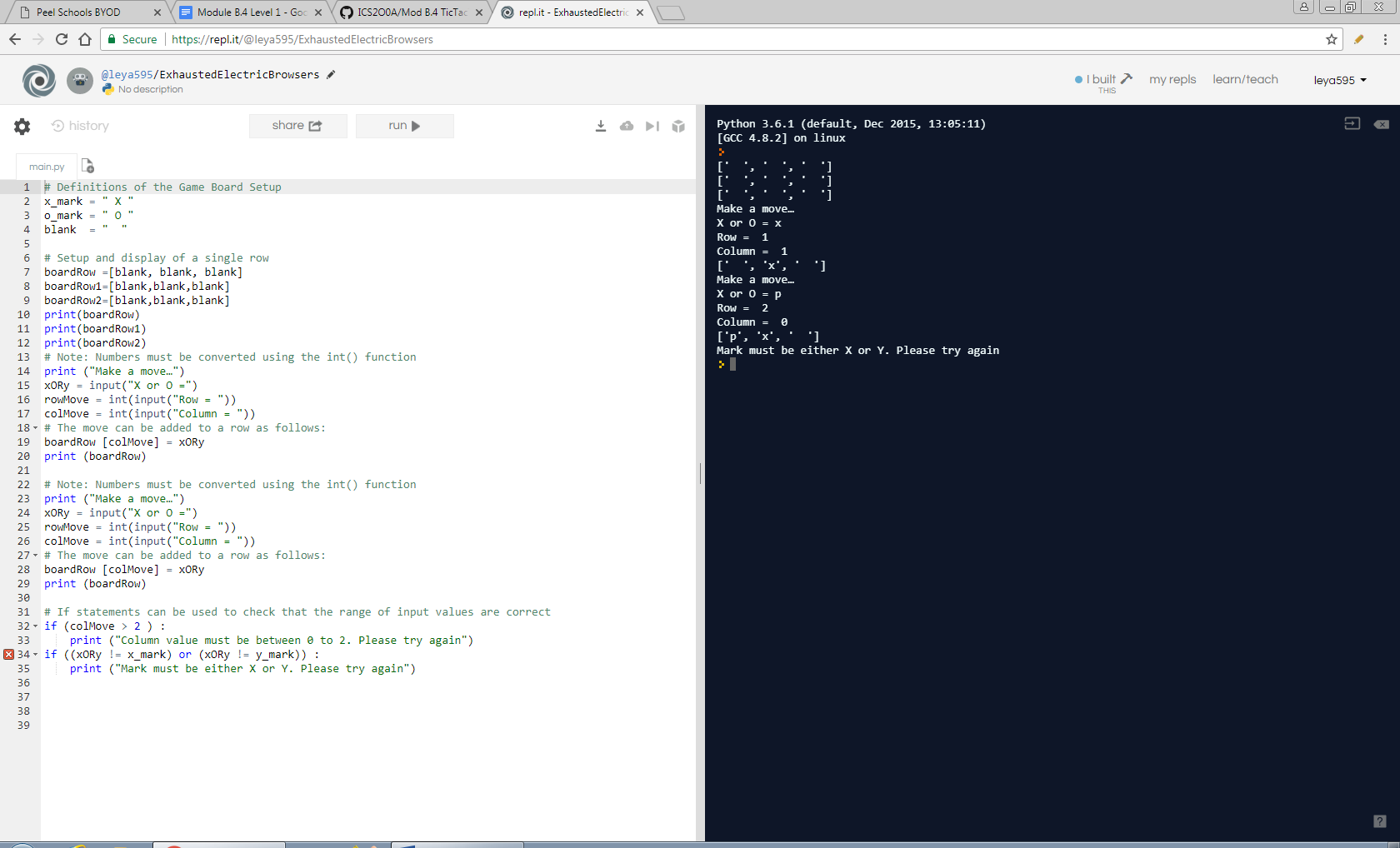
Module B.4: Level 1 TicTacToe Basics





1. if the user inputs another letter other than x or y that would be invalid in this game , or if a user inputs a column/row that is greater than 2.

Level 4

**Final Tic tac toe code:**

# Definitions of the Game Board Setup

x\_mark = " X "

o\_mark = " O "

blank = " "

boardRow=[blank,blank,blank]

boardRow1=[blank,blank,blank]

boardRow2=[blank,blank,blank]

print(boardRow)

print(boardRow1)

print(boardRow2)

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORy = input("X or O =")

rowMove = int(input("Row = "))

colMove = int(input("Column = "))

# The move can be added to a row as follows:

boardRow [colMove] = xORy

print (boardRow)

if rowMove == int(0):

print (xORy) (boardRow)

elif rowMove == int(1):

print xORy (boardRow1)

else rowMove == int(2):

print (xORy) (boardRow2)

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORy = input("X or O =")

rowMove = int(input("Row = "))

colMove = int(input("Column = "))

# The move can be added to a row as follows:

boardRow [colMove] = xORy

print (boardRow)

x\_mark = " X "

o\_mark = " O "

blank = " "

# Setup and display of a single row

boardRow =[blank, blank, blank]

boardRow1=[blank,blank,blank]

boardRow2=[blank,blank,blank]

print(boardRow)

print(boardRow1)

print(boardRow2)

# Note: Numbers must be converted using the int() function

print ("Make a move…")

xORy = input("X or O =")

rowMove = int(input("Row = "))

colMove = int(input("Column = "))

# The move can be added to a row as follows:

boardRow [colMove] = xORy

print (boardRow)