```
#include <iostream>
using namespace std;

char board[3][3] = { {'1', '2', '3'}, {'4', '5', '6'}, {'7', '8', '9'} };
char currentMarker;
int currentPlayer;

void drawBoard() {
    cout << "-------------" << endl;
    for (int i = 0; i < 3; i++) {
        cout << "| ";
        for (int j = 0; j < 3; j++) {
            cout << board[i][j] << " | ";
        }
        cout << endl << "-------------" << endl;
    }
}

bool placeMarker(int slot) {
    int row = (slot - 1) / 3;
    int col = (slot - 1) % 3;

    if (board[row][col] != 'X' && board[row][col] != 'O') {
        board[row][col] = currentMarker;
        return true;
    } else {
        return false;
    }
}

int checkWinner() {
    // Check rows
    for (int i = 0; i < 3; i++) {
        if (board[i][0] == board[i][1] && board[i][1] == board[i][2])
            return currentPlayer;
    }
    // Check columns
    for (int i = 0; i < 3; i++) {
        if (board[0][i] == board[1][i] && board[1][i] == board[2][i])
            return currentPlayer;
    }
    // Check diagonals
```

```
    if (board[0][0] == board[1][1] && board[1][1] == board[2][2])
        return currentPlayer;
    if (board[0][2] == board[1][1] && board[1][1] == board[2][0])
        return currentPlayer;

    return 0;
}

bool checkDraw() {
    for (int i = 0; i < 3; i++) {
        for (int j = 0; j < 3; j++) {
            if (board[i][j] != 'X' && board[i][j] != 'O') {
                return false;
            }
        }
    }
    return true;
}

void swapPlayerAndMarker() {
    if (currentMarker == 'X') {
        currentMarker = 'O';
    } else {
        currentMarker = 'X';
    }

    if (currentPlayer == 1) {
        currentPlayer = 2;
    } else {
        currentPlayer = 1;
    }
}

void game() {
    cout << "Player 1, choose your marker (X or O): ";
    char markerP1;
    cin >> markerP1;

    currentPlayer = 1;
    currentMarker = markerP1;

    drawBoard();
```

```
    int playerWon;

    while (true) {
        int slot;
        cout << "Player " << currentPlayer << ", enter your move (1-9): ";
        cin >> slot;

        if (slot < 1 || slot > 9) {
            cout << "Invalid move. Please choose a slot between 1 and 9." << endl;
            continue;
        }

        if (!placeMarker(slot)) {
            cout << "Slot already occupied! Try again." << endl;
            continue;
        }

        drawBoard();

        playerWon = checkWinner();

        if (playerWon == 1) {
            cout << "Player 1 wins! Congratulations!" << endl;
            break;
        }
        if (playerWon == 2) {
            cout << "Player 2 wins! Congratulations!" << endl;
            break;
        }

        if (checkDraw()) {
            cout << "It's a draw!" << endl;
            break;
        }

        swapPlayerAndMarker();
    }
}

int main() {
    game();
```

```
    return 0;
}
```

output

**Player 1, choose your marker (X or O): x**
**---**
**| 1 | 2 | 3 |**
**---**
**| 4 | 5 | 6 |**
**---**
**| 7 | 8 | 9 |**
**---**
**Player 1, enter your move (1-9): 1**
**---**
**| x | 2 | 3 |**
**---**
**| 4 | 5 | 6 |**
**---**
**| 7 | 8 | 9 |**
**---**
**Player 2, enter your move (1-9): 5**
**---**
**| x | 2 | 3 |**
**---**
**| 4 | X | 6 |**
**---**
**| 7 | 8 | 9 |**
**---**
**Player 1, enter your move (1-9): 6**
**---**
**| x | 2 | 3 |**
**---**
**| 4 | X | O |**
**---**
**| 7 | 8 | 9 |**
**---**
**Player 2, enter your move (1-9): 4**

**---**
**| x | 2 | 3 |**
**---**
**| X | X | O |**
**---**
**| 7 | 8 | 9 |**
**---**
**Player 1, enter your move (1-9): 7**
**---**
**| x | 2 | 3 |**
**---**
**| X | X | O |**
**---**
**| O | 8 | 9 |**
**---**
**Player 2, enter your move (1-9): 5**
**Slot already occupied! Try again.**
**Player 2, enter your move (1-9): 8**
**---**
**| x | 2 | 3 |**
**---**
**| X | X | O |**
**---**
**| O | X | 9 |**
**---**
**Player 1, enter your move (1-9): 2**
**---**
**| x | O | 3 |**
**---**
**| X | X | O |**
**---**
**| O | X | 9 |**
**---**
**Player 2, enter your move (1-9): 3**
**---**
**| x | O | X |**
**---**

**| X | X | O |**
**----------**
**| O | X | 9 |**
**----------**
**Player 1, enter your move (1-9): 9**
**----------**
**| x | O | X |**
**----------**
**| X | X | O |**
**----------**
**| O | X | O |**
**----------**
**Player 2, enter your move (1-9):**