main ():

board = [ [], [], [] ]

gameDone = False

winner = ‘’

playerchar = getPlayerChar (ask user if they want to be X or O)

whoMoves = decideFirstPlayer (random module to choose player(0) or comp(1)) print (welcome message and directions)

while True: if whoMoves = 0: board = getPlayerMove (ask where to move, data validate, update board) whoMoves = 1

elif whoMoves = 1: board = getCompMove (use AI to determine where to move update

board)

whoMoves = 0

displayBoard ()

gameDone, winner = checkGameDone (check for wins or tie / who wins)

if gameDone: if winner = player: print (The winner is player)

elif winner = comp: print (The winner is comp)

else:

print (tie)

if playAgain (): board = [ [], [], [] ]

playerchar = getPlayerChar (ask user if they want to be X or O) whoMoves = decideFirstPlayer (choose player(0) or comp(1)) gameDone = False

else: break

1. The best way to hold information is lists or lists of lists because it takes less storage and is easier to handle in the program.
2. A while loop would be the best way to do this, with a function called to check to play again. Only one loop is necessary.