

# Description

It is time to make some variations of the game possible. What if you want to play with a friend and not with AI? What if you get tired of playing the game and want to see a match between two AI? Finally, you need to be able to play either the first move or the second move playing against AI.

Write a menu loop, which can interpret two commands: "start" and "exit".

The command "start" should take two parameters: who will play 'X' and who will play 'O.' Two parameters are possible for now: "user" to play as a human and "easy" to play as an easy level AI. In the next steps, you will add "medium" and "hard" parameters.

The command "exit" should simply terminate the program.

Do not forget to handle incorrect input!

# Example

The example below shows how your program should work.



```
| 0 |  
| x |  
-----
```

Making move level "easy"

```
-----  
| x |  
| 0 |  
| x |  
-----
```

Enter the coordinates: 1 1

```
-----  
| x |  
| 0 |  
| 0 x |  
-----
```

Making move level "easy"

```
-----  
| x x |  
| 0 |  
| 0 x |  
-----
```

Enter the coordinates: 3 2

```
-----  
| x x |  
| 0 0 |  
| 0 x |  
-----
```

Making move level "easy"

```
-----  
| x x x |  
| 0 0 |  
| 0 x |  
-----
```

X wins

Input command: start user user

```
-----  
| |  
| |  
| |  
-----
```

Enter the coordinates: 1 1

```
-----  
| |  
| x |  
| |  
-----
```

Enter the coordinates: 2 2

```
-----  
| 0 |  
| x |  
| |  
-----
```

Enter the coordinates: 1 2

```
-----  
| x 0 |  
| x |  
| |  
-----
```

Enter the coordinates: 2 1

```
-----  
| x 0 |  
| x 0 |  
| |  
-----
```

Enter the coordinates: 1 3

```
-----  
| x |  
| x 0 |  
| |  
-----
```

| x o |

-----

X wins

Input command: exit