#include <iostream>

**using** **namespace** std;

// Function to draw the Tic-Tac-Toe board

**void** drawBoard(**char** board[3][3])

{

    cout << "-------------\n";

**for** (**int** i = 0; i < 3; i++) {

        cout << "| ";

**for** (**int** j = 0; j < 3; j++) {

            cout << board[i][j] << " | ";

        }

        cout << "\n-------------\n";

    }

}

// Function to check for a win

**bool** checkWin(**char** board[3][3], **char** player)

{

    // Check rows, columns, and diagonals

**for** (**int** i = 0; i < 3; i++) {

**if** (board[i][0] == player && board[i][1] == player

            && board[i][2] == player)

**return** **true**;

**if** (board[0][i] == player && board[1][i] == player

            && board[2][i] == player)

**return** **true**;

    }

**if** (board[0][0] == player && board[1][1] == player

        && board[2][2] == player)

**return** **true**;

**if** (board[0][2] == player && board[1][1] == player

        && board[2][0] == player)

**return** **true**;

**return** **false**;

}

**int** main()

{

    // Initialize the board and players

**char** board[3][3] = { { ' ', ' ', ' ' },

                         { ' ', ' ', ' ' },

                         { ' ', ' ', ' ' } };

**char** player = 'X';

**int** row, col;

**int** turn; // Declare turn here

    cout << "Welcome to Tic-Tac-Toe!\n";

    // Game loop

**for** (turn = 0; turn < 9; turn++) {

        // Draw the board

        drawBoard(board);

        // Prompt for valid input

**while** (**true**) {

            cout << "Player " << player

                 << ", enter row (0-2) and column (0-2): ";

            cin >> row >> col;

**if** (board[row][col] != ' ' || row < 0 || row > 2

                || col < 0 || col > 2) {

                cout << "Invalid move. Try again.\n";

            }

**else** {

**break**; // Valid input, exit the loop.

            }

        }

        // Make the move

        board[row][col] = player;

        // Check for a win after making a move

**if** (checkWin(board, player)) {

            drawBoard(board);

            cout << "Player " << player << " wins!\n";

**break**; // Exit the loop after a win.

        }

        // Switch to the other player

        player = (player == 'X') ? 'O' : 'X';

    }

    // End of the game

    drawBoard(board);

    // Check for a draw

**if** (turn == 9 && !checkWin(board, 'X')

        && !checkWin(board, 'O')) {

        cout << "It's a draw!\n";

    }

**return** 0;

}