# TIC TAC TOE GAME CODE- PYTHON-

board = ['-', '-', '-',

'-', '-', '-',

'-', '-', '-']

currentPlayer = "X"

winner = None

gameRunning = True

#printing board

def printBoard(board):

print(board[0] + " | " + board[1] + " | " + board[2])

print("-" \* 9)

print(board[3] + " | " + board[4] + " | " + board[5])

print("-" \* 9)

print(board[6] + " | " + board[7] + " | " + board[8])

#take player input

def playerInput(board):

while True:

if currentPlayer == "X":

inp = int(input(f"Enter a number 1-9 \033[1;34m Player (X) \033[0;0m : "))

else:

inp = int(input(f"Enter a number 1-9 \033[1;31m Player (0) \033[0;0m : "))

if inp >= 1 and inp <= 9 and board[inp-1] == "-":

board[inp-1] = currentPlayer

break

else:

if currentPlayer == "X":

print(f"Oops! Try again! Player - \033[1;34m Player (X) \033[0;0m ! ")

else:

print(f"Oops! Try again! Player - \033[1;31m Player (0) \033[0;0m ! ")

printBoard(board)

#check for win or tie

def checkHorizontal(board):

global winner

if (board[0] == board[1] == board[2] and board[0] != "-") or (board[3] == board[4] == board[5] and board[3] != "-") or (board[6] == board[7] == board[8] and board[6] != "-"):

winner = currentPlayer

return True

def checkRow(board):

global winner

if (board[0] == board[3] == board[6] and board[0] != "-") or (board[1] == board[4] == board[7] and board[1] != "-") or (board[2] == board[5] == board[8] and board[2] != "-"):

winner = currentPlayer

return True

def checkDiagonal(board):

global winner

if (board[0] == board[4] == board[5] and board[0] != "-") or (board[2] == board[4] == board[6] and board[2] != "-"):

winner = currentPlayer

return True

def checkTie(board):

global gameRunning

if "-" not in board:

printBoard(board)

print("Its a tie")

gameRunning = False

def checkWin():

if checkDiagonal(board) or checkHorizontal(board) or checkRow(board):

print(f"The winner is {winner}")

#switch the player

def switchPlayer():

global currentPlayer

if currentPlayer == "X":

currentPlayer = "O"

else:

currentPlayer = "X"

#check for win or tie again

while gameRunning:

printBoard(board)

if winner != None:

break

playerInput(board)

checkWin()

checkTie(board)

switchPlayer()