## Tic Tac Toe

```
Code:
def print board(board):
  for row in board:
     print(" | ".join(row))
     print("-" * 9)
def check winner(board, player):
  for row in board:
     if all(cell == player for cell in row):
        return True
  for col in range(3):
     if all(board[row][col] == player for row in range(3)):
        return True
  if all(board[i][i] == player for i in range(3)) or all(board[i][2 - i] == player for
i in range(3)):
     return True
  return False
def is board full(board):
  return all(all(cell != " " for cell in row) for row in board)
def play_game():
  board = [[" " for in range(3)] for in range(3)]
  current player = "X"
  while True:
     print board(board)
     row, col = map(int, input(f"{current player}'s turn. Enter row and
column (e.g., 1 2): ").split())
     if not (0 \le row \le 3 \text{ and } 0 \le row \le 3) or board[row][col] != " ":
        print("Invalid move. Please try again.")
        continue
     board[row][col] = current player
```

```
if check_winner(board, current_player):
    print_board(board)
    print(f"{current_player} wins!")
    break
    if is_board_full(board):
        print_board(board)
        print("It's a tie!")
        break
        current_player = "O" if current_player == "X" else "X"

if __name__ == "__main__":
    play_game()
```

Output:

```
X's turn. Enter row and column (e.g., 1 2): 1 2
     | X
 O's turn. Enter row and column (e.g., 1 2): 0 0
0 | |
 | X
 X's turn. Enter row and column (e.g., 1 2): 1 1
0 | |
 | X | X
 O's turn. Enter row and column (e.g., 1 2): 0 1
```

```
0 | 0 |
  | X | X
  X's turn. Enter row and column (e.g., 1 2): 2 0
0 | 0 |
 | X | X
X | |
O's turn. Enter row and column (e.g., 1 2): 2 1
0 | 0 |
 | X | X
X \mid O \mid
X's turn. Enter row and column (e.g., 1 2): 1 0
0 | 0 |
X | X | X
X \mid O \mid
X wins!
```