**Tic Tac Toe Game (using Python)**

Here's how the code works:

1. The `printBoard` function takes two arguments: `xState` and `zState`. These arguments represent the current state of the X and O moves on the board, respectively. The function prints the current state of the board using the values in `xState` and `zState`.

2. The `sum` function takes three arguments: `a`, `b`, and `c`. It simply returns the sum of these three values.

3. The `checkWin` function takes two arguments: `xState` and `zState`. It checks if any of the predefined winning combinations exist in either `xState` or `zState`. If X wins, it prints "X won the match" and returns 1. If O wins, it prints "O won the match" and returns 0. If no player has won yet, it returns -1.

4. The main part of the code starts by initializing the `xState`, `zState`, and `turn` variables. The `xState` and `zState` lists represent the board state, with 0 indicating an empty space, 1 indicating an X move, and -1 indicating an O move. The `turn` variable is used to determine whose turn it is.

5. The code then enters a while loop that continues until there is a winner. In each iteration of the loop, it calls the `printBoard` function to display the current state of the board.

6. Depending on the value of `turn`, the code prompts the user for input. If it is X's turn (turn = 1), it asks for a choice from X. If it is O's turn (turn = 0), it asks for a choice from O.

7. After receiving the input, the code updates the corresponding position in `xState` or `zState` accordingly.

8. The `checkWin` function is called to check if there is a winner. If a winner is found, the loop breaks.

9. Finally, the turn is switched by subtracting it from 1, and the loop continues until there is a winner.