import java.util.Scanner;

public class tictactoe {

private static final int[][] MAGIC\_SQUARE = {

{2, 7, 6},

{9, 5, 1},

{4, 3, 8}

};

private static final char EMPTY = '-';

private static final char PLAYER\_X = 'X';

private static final char PLAYER\_O = 'O';

private char[][] board;

private char currentPlayer;

public tictactoe() {

board = new char[3][3];

currentPlayer = PLAYER\_X;

initializeBoard();

}

private void initializeBoard() {

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

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

board[i][j] = EMPTY;

}

}

}

private void printBoard() {

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

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

System.out.print(board[i][j] + " ");

}

System.out.println();

}

}

private boolean isBoardFull() {

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

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

if (board[i][j] == EMPTY) {

return false;

}

}

}

return true;

}

private boolean isMagicSquare() {

int sum = 0;

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

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

if (board[i][j] == currentPlayer) {

sum += MAGIC\_SQUARE[i][j];

}

}

}

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

int rowSum = 0;

int colSum = 0;

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

rowSum += MAGIC\_SQUARE[i][j];

colSum += MAGIC\_SQUARE[j][i];

}

if (rowSum == sum || colSum == sum) {

return true;

}

}

int diagSum1 = MAGIC\_SQUARE[0][0] + MAGIC\_SQUARE[1][1] + MAGIC\_SQUARE[2][2];

int diagSum2 = MAGIC\_SQUARE[0][2] + MAGIC\_SQUARE[1][1] + MAGIC\_SQUARE[2][0];

return diagSum1 == sum || diagSum2 == sum;

}

private boolean makeMove(int row, int col) {

if (row < 0 || row >= 3 || col < 0 || col >= 3 || board[row][col] != EMPTY) {

return false;

}

board[row][col] = currentPlayer;

return true;

}

private void switchPlayer() {

currentPlayer = (currentPlayer == PLAYER\_X) ? PLAYER\_O : PLAYER\_X;

}

public void play() {

Scanner scanner = new Scanner(System.in);

while (true) {

System.out.println("Current board:");

printBoard();

System.out.println("Player " + currentPlayer + ", make your move (row and column):");

int row = scanner.nextInt();

int col = scanner.nextInt();

if (!makeMove(row, col)) {

System.out.println("Invalid move! Try again.");

continue;

}

if (isMagicSquare()) {

System.out.println("Player " + currentPlayer + " wins!");

break;

}

if (isBoardFull()) {

System.out.println("It's a draw!");

break;

}

switchPlayer();

}

}

public static void main(String[] args) {

tictactoe ticTacToe = new tictactoe();

ticTacToe.play();

}

}