PYTHON FOR PROGRAMMING

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AIM:

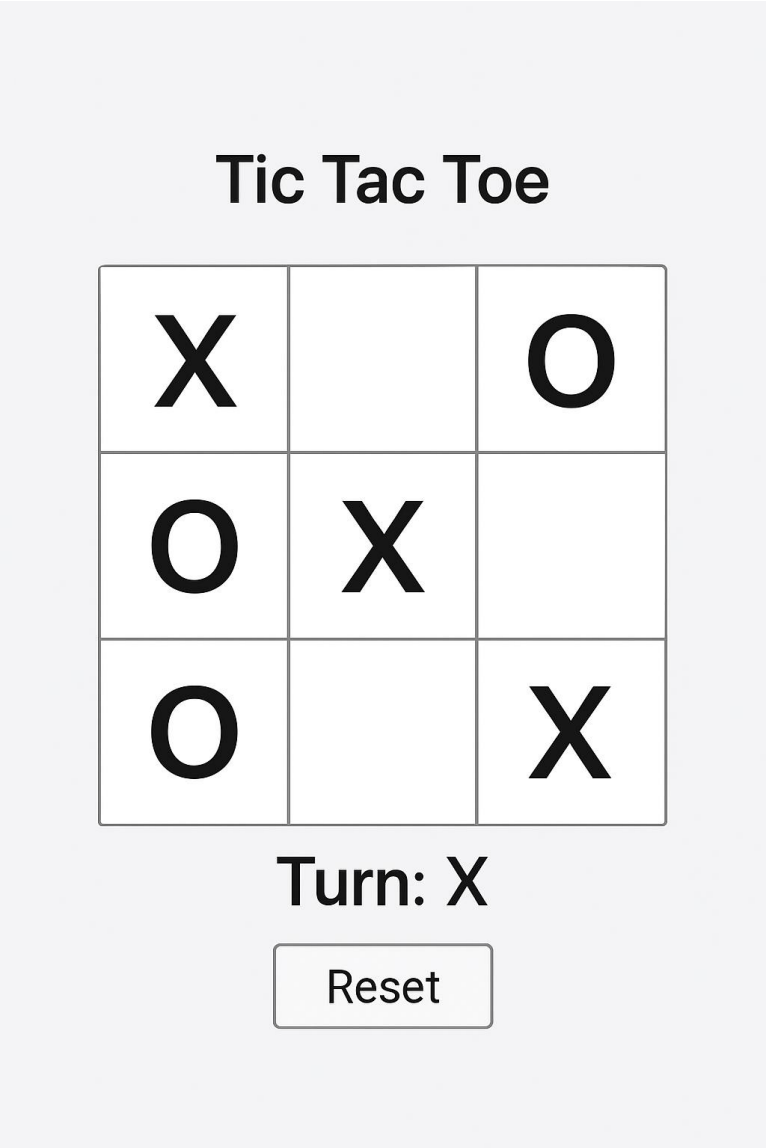
To create a code for running a program using TKinter.

```
import tkinter as tk

# Simple 2-player Tic Tac Toe (short version)

def on_click(i):
    global current, board
    if board[i] == "":
        board[i] = current
        buttons[i].config(text=current)

        if check_win():
            status.config(text=f"Player {current} wins!")
            disable_all()
        elif all(board):
            status.config(text="Draw!")
        else:
            current = "O" if current == "X" else "X"
            status.config(text=f"Player {current}'s turn")
```

```
def check_win():
    wins = [(0,1,2),(3,4,5),(6,7,8),(0,3,6),(1,4,7),(2,5,8),(0,4,8),(2,4,6)]
    return any(board[a] == board[b] == board[c] != "" for a,b,c in wins)


def disable_all():
    for b in buttons:
        b.config(state="disabled")


def reset():
    global board, current
    board = [""] * 9
    current = "X"
    status.config(text="Player X's turn")
    for b in buttons:
        b.config(text="", state="normal")


root = tk.Tk()
root.title("Tic Tac Toe - Simple")

current = "X"
board = [""] * 9
```

```
status = tk.Label(root, text="Player X's turn", font=(None, 14))
status.pack(pady=5)

frame = tk.Frame(root)
frame.pack()

buttons = []
for i in range(9):
    b = tk.Button(frame, text="", font=(None, 22), width=4, height=2,
                  command=lambda i=i: on_click(i))
    b.grid(row=i//3, column=i%3)
    buttons.append(b)

reset_btn = tk.Button(root, text="Reset", command=reset)
reset_btn.pack(pady=5)

root.mainloop()
```

OUTPUT:



RESULT:

Program using TKinter is printed successfully.