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In [1]: def print_tic_tac_toe(values):
        print("\n")
        print("\t | | |")
        print("\t {} | {} | {}".format(values[0], values[1], values[2]))
        print('\t_____|_____|_____')

        print("\t | | |")
        print("\t {} | {} | {}".format(values[3], values[4], values[5]))
        print('\t_____|_____|_____')

        print("\t | | |")
        print("\t {} | {} | {}".format(values[6], values[7], values[8]))
        print("\t | | |")
        print("\n")

    def print_scoreboard(score_board):
        print("\t-----")
        print("\t\t\t\t\t SCOREBOARD\t\t\t")
        print("\t-----")

        players = list(score_board.keys())
        print("\t\t", players[0], "\t\t\t", score_board[players[0]])
        print("\t\t", players[1], "\t\t\t", score_board[players[1]])

        print("\t-----\n")

    def check_win(player_pos, cur_player):

        soln = [[1, 2, 3], [4, 5, 6], [7, 8, 9], [1, 4, 7], [2, 5, 8], [3, 6, 9], [1, 5, 9], [3,
        5, 7]]

        for x in soln:
            if all(y in player_pos[cur_player] for y in x):

                return True

        return False

    def check_draw(player_pos):
        if len(player_pos['X']) + len(player_pos['O']) == 9:
            return True
        return False

    def single_game(cur_player):

        values = [' ' for x in range(9)]

        player_pos = {'X':[], 'O':[]}

        while True:
            print_tic_tac_toe(values)

            try:
                print("Player ", cur_player, " turn. Which box? :", end="")
                move = int(input())
            except ValueError:
                print("Wrong Input!!! Try Again")
                continue

            if move < 1 or move > 9:
                print("Wrong Input!!! Try Again")
                continue

            if values[move-1] != ' ':
                print("Place already filled. Try again!!!")
                continue

            values[move-1] = cur_player
            player_pos[cur_player].append(move)

            if check_win(player_pos, cur_player):
                print_tic_tac_toe(values)
                print("Player ", cur_player, " has won the game!!!")
                print("\n")
                return cur_player

            if check_draw(player_pos):
                print_tic_tac_toe(values)
                print("Game Drawn")
                print("\n")
                return 'D'

            if cur_player == 'X':
                cur_player = 'O'
            else:
                cur_player = 'X'

    if __name__ == "__main__":

        print("Player 1")
        player1 = input("Enter the name : ")
        print("\n")

        print("Player 2")
        player2 = input("Enter the name : ")
        print("\n")

        cur_player = player1

        player_choice = {'X' : "", 'O' : ""}

        options = ['X', 'O']

        score_board = {player1: 0, player2: 0}
        print_scoreboard(score_board)

        while True:

            print("Turn to choose for", cur_player)
            print("Enter 1 for X")
            print("Enter 2 for O")
            print("Enter 3 to Quit")

            try:
                choice = int(input())
            except ValueError:
                print("Wrong Input!!! Try Again\n")
                continue

            if choice == 1:
                player_choice['X'] = cur_player
                if cur_player == player1:
                    player_choice['O'] = player2
                else:
                    player_choice['O'] = player1

            elif choice == 2:
                player_choice['O'] = cur_player
                if cur_player == player1:
                    player_choice['X'] = player2
                else:
                    player_choice['X'] = player1

            elif choice == 3:
                print("Final Scores")
                print_scoreboard(score_board)
                break

            else:
                print("Wrong Choice!!!! Try Again\n")

            winner = single_game(options[choice-1])

            if winner != 'D' :
                player_won = player_choice[winner]
                score_board[player_won] = score_board[player_won] + 1

            print_scoreboard(score_board)

            if cur_player == player1:
                cur_player = player2
            else:
                cur_player = player1

Player 1
Enter the name : Sam

Player 2
Enter the name : Vans

\t\t\t\t\t SCOREBOARD\t\t\t
\t\t\t\t\t 0
\t\t\t\t\t 0
\t\t\t\t\t

Turn to choose for Sam
Enter 1 for X
Enter 2 for O
Enter 3 to Quit
1

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player X turn. Which box? : 1

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player O turn. Which box? : 5

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player X turn. Which box? : 2

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player O turn. Which box? : 4

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player X turn. Which box? : 3

\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t
\t\t\t\t\t

Player X has won the game!!

\t\t\t\t\t SCOREBOARD\t\t\t
\t\t\t\t\t 1
\t\t\t\t\t 0
\t\t\t\t\t

Turn to choose for Vans
Enter 1 for X
Enter 2 for O
Enter 3 to Quit
3
Final Scores
\t\t\t\t\t SCOREBOARD\t\t\t
\t\t\t\t\t 1
\t\t\t\t\t 0
\t\t\t\t\t
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