## Artificial Intelligence

## Run a python code for tic tac toe game.

## **CODE**

```
import random
def print_board(board):
  for row in board:
     print(" | ".join(row))
     print("-" * 9)
def check_winner(board):
  # Check rows, columns, and diagonals for a winner
  for i in range(3):
     if board[i][0] == board[i][1] == board[i][2] != " ":
       return board[i][0]
     if board[0][i] == board[1][i] == board[2][i] != " ":
       return board[0][i]
  if board[0][0] == board[1][1] == board[2][2] != " ":
     return board[0][0]
  if board[0][2] == board[1][1] == board[2][0] != " ":
     return board[0][2]
  return None
def is full(board):
  return all(cell != " " for row in board for cell in row)
def ai move(board):
  empty_cells = [(i, j) for i in range(3) for j in range(3) if board[i][j] == " "]
  return random.choice(empty_cells)
def tic_tac_toe():
  board = [["" for _ in range(3)]] for _ in range(3)]
  player = "X" # Player is X, AI is O
  while True:
     print_board(board)
     # Player's turn
     row = int(input("Enter row (0-2): "))
     col = int(input("Enter column (0-2): "))
     if board[row][col] != " ":
       print("Cell already taken! Try again.")
       continue
     board[row][col] = player
     if check_winner(board):
       print board(board)
```

Artificial Intelligence 2023-BCS-083 print("Congratulations! You win!") break if is\_full(board): print\_board(board) print("It's a tie!") break # AI's turn print("AI's turn...") row, col = ai\_move(board) board[row][col] = "O" if check\_winner(board): print\_board(board) print("AI wins! Better luck next time.") break if is\_full(board): print\_board(board) print("It's a tie!") break if \_\_name\_\_ == "\_\_main\_\_": tic\_tac\_toe()

```
Enter row (0-2): 2
Enter column (0-2): 0
AI's turn...
0 | | X
-------
0 | | X
-------
Enter row (0-2): 2
Enter column (0-2): 2
O | | X
-------
0 | | X
-------
Congratulations! You win!
```

## "COMPLETED"