arr = [["-", "-", "-"], ["-", "-", "-"], ["-", "-", "-"]]

players = ['X', 'O']

n = 3

def check\_empty():

    for row in arr:

        for cell in row:

            if cell == '-':

                return True

    return False

def check\_win():

    # Check rows

    for row in arr:

        if row[0] == row[1] == row[2] != "-":

            return True

    # Check columns

    for col in range(n):

        if arr[0][col] == arr[1][col] == arr[2][col] != "-":

            return True

    # Check diagonals

    if arr[0][0] == arr[1][1] == arr[2][2] != "-":

        return True

    if arr[0][2] == arr[1][1] == arr[2][0] != "-":

        return True

    return False

def check\_indi(r, c):

    return arr[r][c] == "-"

def print\_board():

    for row in arr:

        print(" | ".join(row))

    print()

def tic():

    current\_player = 0  # Start with player X

    while True:

        print\_board()

        r = int(input("Enter the row (0-2): "))

        c = int(input("Enter the column (0-2): "))

        if check\_indi(r, c):

            arr[r][c] = players[current\_player]  # Place the player's mark

            if check\_win():

                print\_board()

                print(players[current\_player], "wins!")

                break

            if not check\_empty():

                print\_board()

                print("It's a draw!")

                break

            # Switch players

            current\_player = 1 - current\_player  # Toggle between 0 and 1

        else:

            print("Cell is already occupied, try again.")

# Start the game

tic()

