```
import random


class TicTacToe:

    def __init__(self):
        self.board = []

    def create_board(self):
        for i in range(3):
            row = []
            for j in range(3):
                row.append('-')
            self.board.append(row)

    def get_random_first_player(self):
        return random.randint(0, 1)

    def fix_spot(self, row, col, player):
        self.board[row][col] = player

    def is_player_win(self, player):
        win = None

        n = len(self.board)

        # checking rows
        for i in range(n):
            win = True
            for j in range(n):
                if self.board[i][j] != player:
                    win = False
                    break
            if win:
                return win

        # checking columns
        for i in range(n):
            win = True
            for j in range(n):
                if self.board[j][i] != player:
                    win = False
                    break
            if win:
                return win

        # checking diagonals
        win = True
        for i in range(n):
            if self.board[i][i] != player:
                win = False
                break
        if win:
            return win

        win = True
        for i in range(n):
            if self.board[i][n - 1 - i] != player:
                win = False
```

```
            break
    if win:
        return win
    return False

    for row in self.board:
        for item in row:
            if item == '-':
                return False
    return True

def is_board_filled(self):
    for row in self.board:
        for item in row:
            if item == '-':
                return False
    return True

def swap_player_turn(self, player):
    return 'X' if player == 'O' else 'O'

def show_board(self):
    for row in self.board:
        for item in row:
            print(item, end=" ")
        print()

def start(self):
    self.create_board()

    player = 'X' if self.get_random_first_player() == 1 else 'O'
    while True:
        print(f"Player {player} turn")

        self.show_board()

        # taking user input
        row, col = list(
            map(int, input("Enter row and column numbers to fix spot: ").split()))
        print()

        # fixing the spot
        self.fix_spot(row - 1, col - 1, player)

        # checking whether current player is won or not
        if self.is_player_win(player):
            print(f"Player {player} wins the game!")
            break

        # checking whether the game is draw or not
        if self.is_board_filled():
            print("Match Draw!")
            break

        # swapping the turn
        player = self.swap_player_turn(player)

    # showing the final view of board
    print()
```

```
        self.show_board()


# starting the game
tic_tac_toe = TicTacToe()
tic_tac_toe.start()
```