This little program is just a **Tic-Tac-Toe game** you play in the terminal. When you start it, it asks both players for their names. Player 1 always plays with **X**, and Player 2 always plays with **O**.

The board is a simple 3×3 grid, but instead of clicking or drawing, you choose a spot by typing a number between **1 and 9**. Each number matches one of the nine spaces on the board.

* If you pick a spot that’s already taken, the game tells you it’s blocked and asks again.
* If you type something that’s not a number, or not between 1–9, it warns you and lets you try again.

Once a move is made, the board updates, and the turn switches to the other player.

After every turn, the game checks if anyone has three in a row — across, up and down, or diagonally.

* If Player 1 lines up three **X,** the game congratulates them and ends.
* If Player 2 lines up three **O**, they win instead.

If all nine spaces get filled and nobody wins, the game calls it a **tie.**

It’s just a friendly **back-and-forth Tic-Tac-Toe match,** where the program keeps the board, checks the rules, and tells you when somebody wins or if it’s a draw.