TIC TACK TOE GAME

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```python
import random

# Initialize the game board
board = [' ' for _ in range(10)]


def insertLetter(letter, pos):
    global board
    board[pos] = letter


def spaceIsFree(pos):
    return board[pos] == ' '


def printBoard(board):
    print('  |  |')
    print(' ' + board[1] + ' | ' + board[2] + ' | ' + board[3])
    print('  |  |')
    print('-----------')
    print('  |  |')
    print(' ' + board[4] + ' | ' + board[5] + ' | ' + board[6])
    print('  |  |')
    print('-----------')
    print('  |  |')
    print(' ' + board[7] + ' | ' + board[8] + ' | ' + board[9])
    print('  |  |')


def isWinner(bo, le):
    return (
        (bo[7] == le and bo[8] == le and bo[9] == le) or
        (bo[4] == le and bo[5] == le and bo[6] == le) or
        (bo[1] == le and bo[2] == le and bo[3] == le) or
        (bo[1] == le and bo[4] == le and bo[7] == le) or
        (bo[2] == le and bo[5] == le and bo[8] == le) or
        (bo[3] == le and bo[6] == le and bo[9] == le) or
        (bo[1] == le and bo[5] == le and bo[9] == le) or
        (bo[3] == le and bo[5] == le and bo[7] == le)
    )


def playerMove():
    global board
    run = True
    while run:
```

```python
        move = input('Please select a position to place an \'X\' (1-9): ')
        try:
            move = int(move)
            if 1 <= move <= 9:
                if spaceIsFree(move):
                    run = False
                    insertLetter('X', move)
                else:
                    print('Sorry, this space is occupied!')
            else:
                print('Please type a number within the range!')
        except ValueError:
            print('Please type a number!')


def compMove():
    global board
    possibleMoves = [x for x, letter in enumerate(board) if letter == ' ' and x != 0]

    for let in ['O', 'X']:
        for i in possibleMoves:
            boardCopy = board[:]
            boardCopy[i] = let
            if isWinner(boardCopy, let):
                return i

    cornersOpen = [i for i in possibleMoves if i in [1, 3, 7, 9]]
    if cornersOpen:
        return selectRandom(cornersOpen)

    if 5 in possibleMoves:
        return 5

    edgesOpen = [i for i in possibleMoves if i in [2, 4, 6, 8]]
    if edgesOpen:
        return selectRandom(edgesOpen)

    return None  # Indicates a tie


def selectRandom(li):
    ln = len(li)
    r = random.randrange(ln)
    return li[r]


def isBoardFull(board):
    return board.count(' ') <= 1
```

```python
def main():
    global board
    print('Welcome to Tic Tac Toe!')
    printBoard(board)

    while not isBoardFull(board):
        if not isWinner(board, 'O'):
            playerMove()
            printBoard(board)
        else:
            print('Sorry, O\'s won this time!')
            break

        if not isWinner(board, 'X'):
            move = compMove()
            if move is None:
                print('Tie Game!')
            else:
                insertLetter('O', move)
                print('Computer placed an \'O\' in position', move, ':')
                printBoard(board)
        else:
            print('X\'s won this time! Good Job!')
            break

    if isBoardFull(board):
        print('Tie Game!')

    while True:
        answer = input('Do you want to play again? (Y/N)')
        if answer.lower() == 'y' or answer.lower() == 'yes':
            board = [' ' for _ in range(10)]
            print('----------------------------------')
            main()
        else:
            break


# Run the game
main()
```

OUTPUT:

```
-----------
  |   |
-----------
  |   |
Computer placed an 'O' in position 3 :
 X |   | O
-----------
  |   |
-----------
  |   |
Please select a position to place an 'X' (1-9): 5
 X |   | O
-----------
  | X |
-----------
  |   |
Computer placed an 'O' in position 9 :
 X |   | O
-----------
  | X |
-----------
  |   | O
Please select a position to place an 'X' (1-9): 6
 X |   | O
-----------
  | X | X
-----------
  |   | O
Computer placed an 'O' in position 4 :
 X |   | O
-----------
 O | X | X
-----------
  |   | O
Please select a position to place an 'X' (1-9): 8
 X |   | O
-----------
 O | X | X
-----------
  | X | O
Computer placed an 'O' in position 2 :
 X | O | O
-----------
 O | X | X
-----------
  | X | O
Please select a position to place an 'X' (1-9): 7
 X | O | O
-----------
 O | X | X
-----------
 X | X | O
Tie Game!
```

ANALYSIS:

The code checks for winning conditions through the isWinner function. This function takes the current state of the board and a letter ('X' or 'O') and checks if that letter has won the game.

The winning conditions are checked for each row, column, and diagonal of the board. If any of these conditions are met, the function returns True, indicating that the specified letter has won. The winning combinations are:

Horizontal rows: [7, 8, 9], [4, 5, 6], [1, 2, 3]

Vertical columns: [7, 4, 1], [8, 5, 2], [9, 6, 3]

Diagonals: [7, 5, 3], [9, 5, 1]

If none of these winning conditions are met, the function returns False.