```c
#include <stdio.h>
#include <conio.h>
#include <windows.h>
#include <stdlib.h>
#include <ctype.h>//built-in functions that are useful for testing and mapping characters

char square[10] = {'o','1','2','3','4','5','6','7','8','9'};
int checkWin();
void drawBoard();

int main()
{
        int player =  1,i,choice;
        char mark; // X, O
        char response;
        do
        {
                do
                {
                        drawBoard();
                        player = (player % 2) ? 1 : 2;
                        printf("Player %d, enter the choice: ",player);
                        scanf("%d",&choice);
                        mark = (player == 1) ? 'X' : 'O';
                        if(choice == 1 && square[1] == '1')
                                square[1] = mark;
                        else if(choice == 2 && square[2] =='2')
                                square[2] = mark;
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        else if(choice == 3 && square[3] =='3')
                square[3] = mark;
        else if(choice == 4 && square[4] =='4')
                square[4] = mark;
        else if(choice == 5 && square[5] =='5')
                square[5] = mark;
        else if(choice == 6 && square[6] =='6')
                square[6] = mark;
        else if(choice == 7 && square[7] =='7')
                square[7] = mark;
        else if(choice == 8 && square[8] =='8')
                square[8] = mark;
        else if(choice == 9 && square[9] =='9')
                square[9] = mark;
        else
        {
                printf("Invalid Option !");
                player --;
                getch();
        }
        i = checkWin();
        player++;
}while(i == -1);
drawBoard();
if(i==1)
{
        printf("\n\n==>PLAYER %d WON!!!",--player);
}
```

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        else
        {
                printf("\n\n==>GAME DRAW!!");
        }
        printf("\nWould you like to play again? (Y/N): ");
        scanf("%c");
        scanf("%c",&response);
        response = toupper(response);


        }while(response == 'Y');
        printf("Thanks for Playing!");



        getch();
        return 0;
}
int checkWin()
{
        //Rows
        if(square[1] == square[2] && square[2] == square[3])
                return 1;
        else if(square[4] == square[5] && square[5] == square[6])
                return 1;
        else if(square[7] == square[8] && square[8] == square[9])
                return 1;
        //Colums
        else if(square[1] == square[4] && square[4] == square[7])
                return 1;
```

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        else if(square[2] == square[5] && square[5] == square[8])

                return 1;

        else if(square[3] == square[6] && square[6] == square[9])

                return 1;

        //Diagonals

        else if(square[1] == square[5] && square[5] == square[9])

                return 1;

        else if(square[3] == square[5] && square[5] == square[7])

                return 1;

        else if(square[1] != '1' && square[2] != '2' && square[3] != '3' && square[4] != '4' &&
square[5] != '5' && square[6] != '6' && square[7] != '7' && square[8] != '8' && square[9] != '9')

                return 0;

        else

                return -1;


}


void drawBoard()
{
        system("cls");
        printf("\n\n\t Tic Tac Toe \n\n");
        printf("Player1 (X)  -  Player2 (O)\n\n\n");
        printf("     |   |   \n");
        printf("  %c | %c | %c \n",square[1],square[2],square[3]);
        printf("_____|_____|_____\n");
        printf("     |   |   \n");
        printf("  %c | %c | %c \n",square[4],square[5],square[6]);
        printf("_____|_____|_____\n");
        printf("     |   |   \n");
```

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    printf("   %c | %c  |  %c  \n",square[7],square[8],square[9]);
    printf("     |     |      \n");
}
```