

```
board = {  
    'A1': '', 'A2': '', 'A3': '',  
    'B1': '', 'B2': '', 'B3': '',  
    'C1': '', 'C2': '', 'C3': ''  
}
```

```
player = 1  
total_moves = 0  
end_check = 0
```

```
def check():
```

```
    if board['A1'] == 'X' and board['A2'] == 'X' and board['A3'] == 'X':  
        print('Player one won !')  
        return 1  
    if board['B1'] == 'X' and board['B2'] == 'X' and board['B3'] == 'X':  
        print('Player One Won!!')  
        return 1  
    if board['C1'] == 'X' and board['C2'] == 'X' and board['C3'] == 'X':  
        print('Player One Won!!')  
        return 1
```

```
    if board['A1'] == 'X' and board['B2'] == 'X' and board['C3'] == 'X':
```



```
print('Player One Won!!')

return 1

if board['A1'] == 'X' and board['B1'] == 'X' and board['C1'] == 'X':
    print('Player One Won!!')
    return 1

if board['A2'] == 'X' and board['B2'] == 'X' and board['C2'] == 'X':
    print('Player One Won!!')
    return 1

if board['A3'] == 'X' and board['B3'] == 'X' and board['C3'] == 'X':
    print('Player One Won!!')
    return 1

if board['A1'] == 'O' and board['B2'] == 'O' and board['C3'] == 'O':
    print('Player Two Won!!')
    return 1

if board['A1'] == 'O' and board['B2'] == 'O' and board['C3'] == 'O':
    print('Player Two Won!!')
    return 1

if board['C1'] == 'O' and board['C2'] == 'O' and board['C3'] == 'O':
    print('Player Two Won!!')
    return 1

if board['A1'] == 'O' and board['B2'] == 'O' and board['C3'] == 'O':
    print('Player Two Won!!')
    return 1
```



```

if board['A1'] == 'O' and board['B1'] == 'O' and board['C1'] == 'O':
    print('Player Two Won!!')
    return 1
if board['A2'] == 'O' and board['B2'] == 'O' and board['C2'] == 'O':
    print('Player Two Won!!')
    return 1
if board['A3'] == 'O' and board['B3'] == 'O' and board['C3'] == 'O':
    print('Player Two Won!!')
    return 1
return 0

```

```

print('A1|A2|A3')
print('-+-+-')
print('B1|B2|B3')
print('-+-+-')
print('C1|C2|C3')
print('*****')

```

```

while True:
    print(board['A1']+'|'+board['A2']+'|'+board['A3'])
    print('-+-+-')
    print(board['B1'] + '|' + board['B2'] + '|' + board['B3'])
    print('-+-+-')
    print(board['C1'] + '|' + board['C2'] + '|' + board['C3'])

```



```

end_check = check()

if total_moves == 9 or end_check == 1:
    break

while True:
    if player == 1: # choose player
        p1_input = input('player one')
        if p1_input.upper() in board and board[p1_input.upper()] == '':
            board[p1_input.upper()] = 'X'
            player = 2
            break

    else:
        print('Invalid input, please try again')
        continue

    else:
        p2_input = input('player two')
        if p2_input.upper() in board and board[p2_input.upper()] == '':
            board[p2_input.upper()] = 'O'
            player = 1
            break

    else:
        print('Invalid input, please try again')
        continue

total_moves += 1

print('*****')

```



```
print()
```

