#TheekThaakToe

#Structure

box1=[['','',''],['','',''],['','','']]

box2=[['','',''],['','',''],['','','']]

box3=[['','',''],['','',''],['','','']]

box4=[['','',''],['','',''],['','','']]

box5=[['','',''],['','',''],['','','']]

box6=[['','',''],['','',''],['','','']]

box7=[['','',''],['','',''],['','','']]

box8=[['','',''],['','',''],['','','']]

box9=[['','',''],['','',''],['','','']]

matrix=[box1,box2,box3,box4,box5,box6,box7,box8,box9]

scoreCard={}

#Defining a function to display the matrix

def display():

print(21\*'--')

for i in range(0,8,3):

for j in range (0,3):

for m in range(0,3):

print('|',end='')

for k in range(0,3):

if matrix[i+m][j][k]=='':

print(matrix[i+m][j][k],end=' |')

else:

print(matrix[i+m][j][k],end=' |')

print('\t',end='')

if j<2:

print()

print(21\*'- ')

print()

print(21\*'--')

print('X: ',list(scoreCard.values()).count('X'),end='\t')

print('O: ',list(scoreCard.values()).count('O'))

#Defining a function to check 3 chars in a row

def checkwin(box):

if (box[0]+box[1]+box[2]).count(char)>=3:

if box[0][0]==box[0][1]==box[0][2]!='':

return True

elif box[1][0]==box[1][1]==box[1][2]!='':

return True

elif box[2][0]==box[2][1]==box[2][2]!='':

return True

elif box[0][0]==box[1][0]==box[2][0]!='':

return True

elif box[0][1]==box[1][1]==box[2][1]!='':

return True

elif box[0][2]==box[1][2]==box[2][2]!='':

return True

elif box[0][0]==box[1][1]==box[2][2]!='':

return True

elif box[0][2]==box[1][1]==box[2][0]!='':

return True

else:

return False

else:

return False

print('Hello','\n','Rules: To play press the key on your num pad corresponding to the box')

display()

box\_no=4

turn\_no=0

#Actual GAME

while True:

try:

num=int(input('Enter '))

except:

print('ERROR')

break

if num not in range(1,10):

print('Number not within 1 and 9. Try Again')

continue

if num in (7,8,9):

num-=6

elif num in (1,2,3):

num+=6

if turn\_no%2==0:

char='X'

else:

char='O'

if matrix[box\_no][(num-1)//3][(num-1)%3] =='':

matrix[box\_no][(num-1)//3][(num-1)%3]=char

else:

print('Box already occupied')

continue

display()

if box\_no+1 not in scoreCard and checkwin(matrix[box\_no]):

print(char,'Wins this box')

scoreCard[box\_no+1]=char

if list(scoreCard.values()).count(char)==5:

print(char,' Wins Congrats')

break

box\_no=num-1

turn\_no+=1