def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 5)

def check\_win(board, player):

# Check rows, columns, and diagonals

for i in range(3):

if all([cell == player for cell in board[i]]) or \

all([board[j][i] == player for j in range(3)]):

return True

if all([board[i][i] == player for i in range(3)]) or \

all([board[i][2 - i] == player for i in range(3)]):

return True

return False

def check\_draw(board):

return all(cell != " " for row in board for cell in row)

def get\_move(player):

while True:

try:

move = input(f"Player {player}, enter your move (row and column 0-2, e.g., 0 2): ")

row, col = map(int, move.split())

if row in range(3) and col in range(3):

return row, col

except:

pass

print("Invalid input. Please enter row and column between 0 and 2.")

def tic\_tac\_toe():

board = [[" " for \_ in range(3)] for \_ in range(3)]

current\_player = "X"

print("Welcome to Tic Tac Toe!")

print\_board(board)

while True:

row, col = get\_move(current\_player)

if board[row][col] != " ":

print("Cell already taken, try again.")

continue

board[row][col] = current\_player

print\_board(board)

if check\_win(board, current\_player):

print(f"Player {current\_player} wins!")

break

if check\_draw(board):

print("It's a draw!")

break

current\_player = "O" if current\_player == "X" else "X"

tic\_tac\_toe()

