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#include <stdio.h>

char board[3][3];
char currentPlayer = 'X';

void initializeBoard() {
    for (int i = 0; i < 3; i++)
        for (int j = 0; j < 3; j++)
            board[i][j] = '1' + i * 3 + j;
}

void printBoard() {
    printf("\n");
    for (int i = 0; i < 3; i++) {
        printf(" %c | %c | %c \n", board[i][0], board[i][1], board[i][2]);
        if (i < 2) printf("---|---|---\n");
    }
    printf("\n");
}

int checkWinner() {
    for (int i = 0; i < 3; i++) {
        // Check rows and columns
        if ((board[i][0] == board[i][1] && board[i][1] == board[i][2]) ||
            (board[0][i] == board[1][i] && board[1][i] == board[2][i]))
            return 1;
    }
    // Check diagonals
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    if ((board[0][0] == board[1][1] && board[1][1] == board[2][2]) ||
        (board[0][2] == board[1][1] && board[1][1] == board[2][0]))
        return 1;

    return 0;
}

int isDraw() {
    for (int i = 0; i < 3; i++)
        for (int j = 0; j < 3; j++)
            if (board[i][j] != 'X' && board[i][j] != 'O')
                return 0;
    return 1;
}

void switchPlayer() {
    currentPlayer = (currentPlayer == 'X') ? 'O' : 'X';
}

int main() {
    int move;
    initializeBoard();

    while (1) {
        printBoard();
        printf("Player %c, enter your move (1-9): ", currentPlayer);
        scanf("%d", &move);
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if (move < 1 || move > 9) {
    printf("Invalid move. Try again.\n");
    continue;
}

int row = (move - 1) / 3;
int col = (move - 1) % 3;

if (board[row][col] == 'X' || board[row][col] == 'O') {
    printf("Spot already taken. Try again.\n");
    continue;
}

board[row][col] = currentPlayer;

if (checkWinner()) {
    printBoard();
    printf("Player %c wins!\n", currentPlayer);
    break;
}

if (isDraw()) {
    printBoard();
    printf("It's a draw!\n");
    break;
}

switchPlayer();
```

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    }


    return 0;
}
```