# Tic Tac Toe Game

def print\_board(board):

for row in board:

print(" | ".join(row))

print("-" \* 9)

def check\_winner(board):

for row in board:

if row.count(row[0]) == 3 and row[0] != " ":

return True

for col in range(3):

if board[0][col] == board[1][col] == board[2][col] != " ":

return True

if board[0][0] == board[1][1] == board[2][2] != " ":

return True

if board[0][2] == board[1][1] == board[2][0] != " ":

return True

return False

def tic\_tac\_toe():

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

current\_player = "X"

for turn in range(9):

print\_board(board)

row = int(input(f"Player {current\_player}, enter the row (0-2): "))

col = int(input(f"Player {current\_player}, enter the column (0-2): "))

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

board[row][col] = current\_player

if check\_winner(board):

print\_board(board)

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

return

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

else:

print("Invalid move, try again.")

print\_board(board)

print("It's a draw!")

if \_\_name\_\_ == "\_\_main\_\_":

tic\_tac\_toe()

OUTPUT :

