Tic tac toe

x\_mark = "X"

o\_mark = "O"

blank = " "

# Setup and display of a single row

Row0 = [blank, blank, blank]

Row1 = [blank, blank, blank]

Row2 = [blank, blank, blank]

#Functions

#--------------

def correctmovebyplayer():

if (xORo == x\_mark or xORo == o\_mark) and (rowMove <= 2 ) and (colMove <= 2) and (rowMove >= 0 ) and (colMove >= 0):

return True

'''

if (xORo == x\_mark or xORo == o\_mark):

return True

elif (rowMove<= 2) and (colMove<= 2) and (rowMove>=0) and (colMove>=0):

return True

'''

# this is the gamboard

def TicTacToeLayout():

print (Row0)

print (Row1)

print (Row2)

#--------------

#welcome message

print ("Welcome to the Tic-Tac-Toe game. Written By: Zakariya Kalair")

print ("")

# A variable that will be used as a counter to know when the game is finished

Counter = 1

#conditional loop that only works for 9 turns (there are 9 turns in a game)

while (Counter <= 9):

TicTacToeLayout()

print (" ")

#user had to eaither input X or O

print ("your turn…")

xORo = input("Enter X or O: ")

# check to make sure that the values are entered in correctly. row and column values are between 0 and 2 and if they inputed X or O.

if xORo == x\_mark or xORo == o\_mark:

#get the value for the row

rowMove = int(input("Row = "))

#get the value for the column

colMove = int(input("Col = "))

elif ((xORo != x\_mark ) or (xORo != o\_mark)) :

print ("")

print ("the letter entered must be either capital X or capital O. Please try again")

if (correctmovebyplayer()== True):

if (rowMove == 0):

Row0[colMove] = xORo

if (rowMove == 1):

Row1[colMove] = xORo

if (rowMove == 2):

Row2[colMove] = xORo

else:

print ("Column and Row value must be between 0 to 2. Please try again.")

print ("")

#this code is to end the loop but it does not work

Counter = Counter + 1

if (Counter > 9):

print("The game is over.")

# check to make sure that the values that are entered are entered in correctly. row and column values have to be between 0 and 2 and if they inputed X or O.