**Source code:-**

import random

board = ["-", "-", "-",

"-", "-", "-",

"-", "-", "-"]

currentPlayer = "X"

winner = None

gameRunning = True

# game board

def printBoard(board):

print(board[0] + " | " + board[1] + " | " + board[2])

print("---------")

print(board[3] + " | " + board[4] + " | " + board[5])

print("---------")

print(board[6] + " | " + board[7] + " | " + board[8])

# take player input

def playerInput(board):

inp = int(input("Select a spot 1-9: "))

if board[inp-1] == "-":

board[inp-1] = currentPlayer

else:

print("Oops player is already at that spot.")

# check for win or tie

def checkHorizontle(board):

global winner

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

winner = board[0]

return True

elif board[3] == board[4] == board[5] and board[3] != "-":

winner = board[3]

return True

elif board[6] == board[7] == board[8] and board[6] != "-":

winner = board[6]

return True

def checkRow(board):

global winner

if board[0] == board[3] == board[6] and board[0] != "-":

winner = board[0]

return True

elif board[1] == board[4] == board[7] and board[1] != "-":

winner = board[1]

return True

elif board[2] == board[5] == board[8] and board[2] != "-":

winner = board[3]

return True

def checkDiag(board):

global winner

if board[0] == board[4] == board[8] and board[0] != "-":

winner = board[0]

return True

elif board[2] == board[4] == board[6] and board[4] != "-":

winner = board[2]

return True

def checkIfWin(board):

global gameRunning

if checkHorizontle(board):

printBoard(board)

print(f"The winner is {winner}!")

gameRunning = False

elif checkRow(board):

printBoard(board)

print(f"The winner is {winner}!")

gameRunning = False

elif checkDiag(board):

printBoard(board)

print(f"The winner is {winner}!")

gameRunning = False

def checkIfTie(board):

global gameRunning

if "-" not in board:

printBoard(board)

print("It is a tie!")

gameRunning = False

# switch player

def switchPlayer():

global currentPlayer

if currentPlayer == "X":

currentPlayer = "O"

else:

currentPlayer = "X"

def computer(board):

while currentPlayer == "O":

position = random.randint(0, 8)

if board[position] == "-":

board[position] = "O"

switchPlayer()

while gameRunning:

printBoard(board)

playerInput(board)

checkIfWin(board)

checkIfTie(board)

switchPlayer()

computer(board)

checkIfWin(board)

checkIfTie(board)

**Output:-**

