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In [ ]: #Implementation of Two Player Tic-Tac-Toe game in Python.

''' We will make the board using dictionary
    in which keys will be the location(i.e : top-left,mid-right,etc.)
    and initialliy it's values will be empty space and then after every move
    we will change the value according to player's choice of move. '''

theBoard = {'7': ' ', '8': ' ', '9': ' ',
            '4': ' ', '5': ' ', '6': ' ',
            '1': ' ', '2': ' ', '3': ' '}

board_keys = []

for key in theBoard:
    board_keys.append(key)

''' We will have to print the updated board after every move in the game and
    thus we will make a function in which we'll define the printBoard function
    so that we can easily print the board everytime by calling this function. '''

def printBoard(board):
    print(board['7'] + '|' + board['8'] + '|' + board['9'])
    print('-+-+-')
    print(board['4'] + '|' + board['5'] + '|' + board['6'])
    print('-+-+-')
    print(board['1'] + '|' + board['2'] + '|' + board['3'])

# Now we'll write the main function which has all the gameplay functionality.
def game():

    turn = 'X'
    count = 0
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for i in range(10):
    printBoard(theBoard)
    print("It's your turn," + turn + ".Move to which place?")

    move = input()

    if theBoard[move] == ' ':
        theBoard[move] = turn
        count += 1
    else:
        print("That place is already filled.\nMove to which place?")
        continue

# Now we will check if player X or O has won,for every move after 5 moves.
if count >= 5:
    if theBoard['7'] == theBoard['8'] == theBoard['9'] != ' ': # across the top
        printBoard(theBoard)
        print("\nGame Over.\n")
        print("**** " + turn + " won. ****")
        break
    elif theBoard['4'] == theBoard['5'] == theBoard['6'] != ' ': # across the middle
        printBoard(theBoard)
        print("\nGame Over.\n")
        print("**** " + turn + " won. ****")
        break
    elif theBoard['1'] == theBoard['2'] == theBoard['3'] != ' ': # across the bottom
        printBoard(theBoard)
        print("\nGame Over.\n")
        print("**** " + turn + " won. ****")
        break
    elif theBoard['1'] == theBoard['4'] == theBoard['7'] != ' ': # down the left side
        printBoard(theBoard)
        print("\nGame Over.\n")
        print("**** " + turn + " won. ****")

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elif theBoard['2'] == theBoard['5'] == theBoard['8'] != ' ': # down the middle
    printBoard(theBoard)
    print("\nGame Over.\n")
    print(" **** " +turn + " won. ****")
    break
elif theBoard['3'] == theBoard['6'] == theBoard['9'] != ' ': # down the right side
    printBoard(theBoard)
    print("\nGame Over.\n")
    print(" **** " +turn + " won. ****")
    break
elif theBoard['7'] == theBoard['5'] == theBoard['3'] != ' ': # diagonal
    printBoard(theBoard)
    print("\nGame Over.\n")
    print(" **** " +turn + " won. ****")
    break
elif theBoard['1'] == theBoard['5'] == theBoard['9'] != ' ': # diagonal

# If neither X nor O wins and the board is full, we'll declare the result as 'tie'.
if count == 9:
    print("\nGame Over.\n")
    print("It's a Tie!!")

# Now we have to change the player after every move.
if turn == 'X':
    turn = 'O'
else:
    turn = 'X'

# Now we will ask if player wants to restart the game or not.
restart = input("Do want to play Again?(y/n)")
if restart == "y" or restart == "Y":
    for key in board keys:

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if __name__ == "__main__":  
    game()
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  | |  
-+-+  
  | |  
-+-+  
  | |  
It's your turn,X.Move to which place?  
2  
  | |  
-+-+  
  | |  
-+-+  
  |X|  
It's your turn,O.Move to which place?  
1  
  | |  
-+-+  
  | |  
-+-+  
0|X|  
It's your turn,X.Move to which place?  
3  
  | |  
-+-+  
  | |  
-+-+  
0|X|x  
It's your turn,O.Move to which place?  
1
```