



## tic tac toe

#owner sunil kumar yadav bangalore

```
class Tic_Tack:
```

```
    def __init__(self):
```

```
        self.count =0
```

```
        self.t_data =[1,2,3,4,5,6,7,8]
```

```
        self.name='X'
```

```
        self.name2='O'
```

```
    def check(self,f_name):
```

```
        f_list=self.t_data
```

```
        if (f_list[0]==f_list[1] and f_list[1]==f_list[2]) or (f_list[3]==f_list[4] and f_list[3]==f_list[5]) or  
(f_list[6]==f_list[7] and f_list[6]==f_list[8]) or (f_list[0]==f_list[3] and f_list[0]==f_list[6]) or  
(f_list[1]==f_list[4] and f_list[1]==f_list[7]) or (f_list[2]==f_list[5] and f_list[2]==f_list[8]) or  
(f_list[6]==f_list[4] and f_list[6]==f_list[2]) or (f_list[0]==f_list[4] and f_list[0]==f_list[8]):
```

```
            print("You won",f_name)
```

```
            self.table(f_list)
```

```
            return True
```

```
    def take_input(self,p_name,letter):
```

```
        t_list=self.t_data
```

```
        step=self.count
```

```
        print("Your turn ", p_name, '>>>\n\t')
```

```
        ch = int(input())
```

```
        if ch <= 9:
```

```
            ch = (ch - 1)
```

```
            if t_list[ch] != 'O' and t_list[ch] != 'X':
```

```
                t_list[ch] = letter
```

```
                step += 1
```

```
                if self.check(p_name):
```

```
                    self.replay()
```

```
                    print("NEW GAME")
```

```
                    step = 0
```

```
            else:
```

```
                print("Enter valid choice:")
```

```
                self.take_input(p_name,letter)
```

```
            return step
```

```
        else:
```

```
            print("Enter valid choice:")
```

```
            self.take_input(p_name,letter)
```

```
    def replay(self):
```

```
        t_list=self.t_data
```

```

again_play = input("Enter Y to play again >>>\t\t")
if again_play == 'Y' or again_play == 'y':
    for x in range(len(t_list)):
        t_list[x] = x + 1
    count = 0
else:
    print("Bye!!!")
    exit(0)

def table(self,t_t_list):
    t_t_list=self.t_data
    print('    |    |')
    print(' ', t_t_list[0], ' | ', t_t_list[1], ' | ', t_t_list[2])
    print('_____|_____|_____')
    print('    |    |')
    print(' ', t_t_list[3], ' | ', t_t_list[4], ' | ', t_t_list[5])
    print('    |    |')
    print('_____|_____|_____')
    print('    |    |')
    print(' ', t_t_list[6], ' | ', t_t_list[7], ' | ', t_t_list[8])
    print('    |    |')
# class end here---
def start(self):
    count=self.count
    t_list=self.t_data
    while True:
        self.table(t_list)
        if count % 2 == 0:
            count = self.take_input(self.name,'X')
        else:
            count = self.take_input(self.name2,'O')
        if count >= 9:
            print("*****Game Tie*****")
            print("*****Game over*****")
            self.replay()
            print("NEW GAME")
new=Tic_Tack()
new.start()

```