

Tic Tac Toe Game I

Write a console program to let two players play the game of Tic Tac Toe.

When started, the program shows a fresh game board like this:

```
  A B C
0 | |
  -+-+
1 | |
  -+-+
2 | |
Command:
```

Players move in turn by entering the coordinates where they want to place their token, e.g. A0 or C2. The tokens of player 1 are labeled X, the tokens of player 2 are labeled O.

Moving to a game board field already occupied does not result in an error but just a redisplay of the current game board. The player does not change.

Each time a player moves the game board is updated. If player 1 moved to A0 and player 2 answered by moving to B1 the game board looks like this:

```
  A B C
0X| |
  -+-+
1 |O|
  -+-+
2 | |
Command:
```

To abort a game and start a new one “new” is entered instead of a coordinate.

To exit the program “exit” has to be entered.¹

A game ends naturally if the players detect a win or no more moves can be made.

¹ Interpretation of commands should be case insensitive.