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from turtle import *

pieces = ["", "", "", "", "", "", "", "", ""]
nextTurn = "X"

bgcolor("black")
pencolor("white")
title("Mr Baumgarten's tic-tac-toe")
setup(600, 600)
hideturtle()
speed(10)
up()
pensize(10)

# Horizontal bars
goto(-300, 100)
down()
forward(600)
up()
goto(-300, -100)
down()
forward(600)
up()

# Vertical bars
goto(-100, 300)
setheading(-90)
down()
forward(600)
up()
goto(100, 300)
down()
forward(600)
up()

pencolor("#00ff00")

# Draw noughts and crosses
def cross(x, y):
    up()
    goto(x + 20, y - 20)
    setheading(-45)
    down()
    forward(226)
    up()
    goto(x + 180, y - 20)
    setheading(-135)
    down()
    forward(226)
    up()

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def nought(x, y):
    up()
    goto(x + 100, y - 180)
    setheading(0)
    down()
    circle(80)
    up()

def drawPieces(peices):
    x = -300
    y = 300
    for piece in peices:
        if piece == "X":
            cross(x, y)
        elif piece == "O":
            nought(x, y)
        x = x + 200
        if x > 100:
            x = -300
            y = y - 200

def clicked(x, y):
    global nextTurn, peices
    column = (x + 300) // 200
    row = (y - 300) // -200
    square = row * 3 + column
    square = int(square)
    print("You clicked ", x, ",", y, " which is square ", square)
    if peices[square] == "":
        peices[square] = nextTurn
        if nextTurn == "X":
            nextTurn = "O"
        else:
            nextTurn = "X"
        drawPieces(peices)
    else:
        print("That square is already taken")

# Start the game
onscreenclick(clicked)
mainloop()

```