Noughts and Crosses (Tic Tac Toe)

Noughts and Crosses (or Tic Tac Toe) is a game played on a 3x3 grid. Players alternate
turns placing X’s or O’s, with X’s going first. The objective of the game is to get three
X’s or three O’s in a vertical, horizontal, or diagonal row.

Write a Noughts and Crosses game that a user can play from the console. First prompt the
user to select whether they are playing as crosses (X’s) or noughts (O’s). When it is the
user’s turn, prompt them to enter a number 1-9, representing the nine squares of the
playing board. The user should not be allowed to play a space that is already filled.

Define a class named Computer with the following API:

```java
public class Computer {
    public Computer(int side);  
    public int play(int[][] board);  
}
```

The computer and user should alternate turns until someone wins the game or there is a
draw. Between each move, the current state of the board should be displayed. A sample
game is as follows. User input is in *italics*:

Press 0 to play X and 1 to play O: 0
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| |  
| |  
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| |
User Move> 5
Computer Plays 1.
O| |
----- 
|X| 
----- 
| | 

User Move> 5
Illegal move.

User Move> 2
Computer Plays 8.

O|X| 
----- 
|X| 
----- 
|O| 

User Move> 3
Computer Plays 7.

O|X|X 
----- 
|X| 
----- 
|O| 

User Move> 4
Computer Plays 9.

O|X|X 
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X|X| 
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O|O|O 

Computer wins!