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HW\_TICTACTOE: TASK #1

In the first task of this project/program, I was tasked with creating a UI using key pieces of information that was provided to me by my instructor to integrate into the program. I started this program by creating an array declaration. I created a char array named “arr” to store the state of the board game. Each element in the array is a cell for the user to input on the game board. Next, I created the player and decision variables to keep track of whose turn it is, and to store the player’s input. After that the I implemented the Console.Clear method to clear the console before each turn. There are many other things I did in this first take but, due to time constraints I will keep it brief. You can find out more details about my programs via the comments within the code. Overall, I learned a lot more about working with arrays in this section of the projects. I faced some bugs when I implanted the CheckWin method but I worked through it to correct the issue.