using System;

namespace ASSESSMENT

{

class Program

{

static void Main(string[] args)

{

// Initializing 3 x 3 Board and player character

char player = 'X';

char[,] table = new char[3, 3];

int moves = 0;

// Fixing alignment and spacing

spacing(table);

while (true)

{

Console.Clear();

//Introduction to game

int b = 53;

int n, m;

for(n=1; n<=3; n++)

{

for(m=1; m<=b;m++)

{

if (n == m || (n + m) == (b + 1))

Console.Write("x");

else

Console.Write("x");

}

Console.WriteLine("\b");

}

int h = 53;

int k, l;

for (k = 1; k <= 3; k++)

{

for (l = 1; l <= h; l++)

{

if (k == l || (k + l) == (h + 1))

Console.Write("o");

else

Console.Write("o");

}

Console.WriteLine("\b");

}

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine("WELCOME TO TIC-TAC-TOE!\n");

Console.WriteLine("Player 1: X | Player 2: O");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

// Printing board

print(table);

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.Write("Please enter your row:");

int yourrow = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.Write("Please enter your column:");

int yourcolumn = Convert.ToInt32(Console.ReadLine());

table[yourrow, yourcolumn] = player;

// Setting game rules

if ( player == table [0, 0] && player == table [0, 1] && player == table [0, 2])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[1, 0] && player == table[1, 1] && player == table[1, 2])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[2, 0] && player == table[2, 1] && player == table[2, 2])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[0, 0] && player == table[1, 0] && player == table[2, 0])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[0, 1] && player == table[1, 1] && player == table[2, 1])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[0, 2] && player == table[1, 2] && player == table[2, 2])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[0, 0] && player == table[1, 1] && player == table[2, 2])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

if (player == table[0, 2] && player == table[1, 1] && player == table[2, 0])

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine(player + " has won the game!");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

moves = moves + 1;

if ( moves == 9)

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

Console.WriteLine("DRAW");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

break;

}

// Player rules

player = changeplayer(player);

}

// End sequence

Console.WriteLine("THE GAME HAS ENDED");

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n");

int w = 53;

int a, s;

for (a = 1; a <= 3; a++)

{

for (s = 1; s <= w; s++)

{

if (a == s || (a + s) == (w + 1))

Console.Write("x");

else

Console.Write("x");

}

Console.WriteLine("\b");

}

int y = 53;

int t, p;

for (t = 1; t <= 3; t++)

{

for (p = 1; p <= y; p++)

{

if (t == p || (t + p) == (y + 1))

Console.Write("o");

else

Console.Write("o");

}

Console.WriteLine("\b");

}

}

static char changeplayer(char currentplayer)

{

if (currentplayer == 'X')

{

return 'O';

}

else

{

return 'X';

}

}

static void spacing(char[,] table)

{

for (int row = 0; row < 3; row++)

{

for (int column = 0; column < 3; column++)

{

table[row, column] = ' ';

}

}

}

static void print(char[,] table)

{

Console.WriteLine(" | 0 | 1 | 2 |");

for (int row = 0; row < 3; row++)

{

Console.Write(row + "| ");

for (int column = 0; column < 3; column++)

{

Console.Write(table[row, column]);

Console.Write(" | ");

}

Console.WriteLine();

}

}

}

}