

## **Actividad individual**

```
using System;
```

```
namespace totito_1128121
```

```
{
```

```
    class program
```

```
    {
```

```
        public static string[,] tablero = new string[3, 3];
```

```
        //jugador 1 = x
```

```
        //jugador 2 = o
```

```
        public static void jugar(int numJugador, int fila, int col)
```

```
        {
```

```
            string pieza = "";
```

```
            if (numJugador == 1)
```

```
            {
```

```
                pieza = "x";
```

```
            }
```

```
            else
```

```
            {
```

```
                pieza = "o";
```

```
            }
```

```
            if (tablero[fila, col] == "")
```

```
            {
```

```
                tablero[fila, col] = pieza;
```

```
            }
```

```
            else
```

```
            {
```

```
                Console.WriteLine("Posicion ya esta ocupada");
```

```
            }
```

```

    }

    //mostrar tablero
    public static void mostrartablero()
    {
        for (int f = 0; f < 3; f++)
        {
            for (int c = 0; c < 3; c++)
            {
                Console.Write(tablero[f, c] + "|");
            }
            Console.WriteLine();
        }
    }

    // iniciar el tablero
    public static void iniciartablero(){
        for (int f=0; f<3; f++)
        {
            for (int c= 0; c<3; c++)
            {
                tablero[f, c] = "";
            }
            Console.WriteLine();
        }
    }

    public static void Main()
    {
        iniciartablero();
        jugar(1, 0, 0);
        mostrartablero();
    }

```

```
    jugar(2, 1, 1);  
    jugar(1, 0, 1);  
    jugar(2, 1, 2);  
    jugar(1, 0, 2);  
    mostrartablero();  
}  
}  
}
```