using System;

using System.Collections.Generic;

using System.Text;

using System.Linq;

namespace ConsoleApplivation1

{

class TicTacToe

{

private char[] array = new char[11];

public TicTacToe()

{

for (int i = 0; i < 9; i++)

{

array[i] = '0';

}

}

public void DrawBoard(char r, int a)

{

array[a] = r;

int z = 1;

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

{

for (int j = 0; j < 49; j++)

{

Console.Write("-");

}

Console.WriteLine();

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

{

if (array[z] != '0')

{

Console.Write("|\t{0}\t", array[z]);

z++;

}

else

{

Console.Write("|\t{0}\t", ' ');

z++;

}

}

Console.Write("|");

Console.WriteLine();

}

for (int i = 0; i < 49; i++)

{

Console.Write("-");

}

Console.WriteLine();

}

}

class TestWin

{

private int[] a = new int[10];

private string Name;

public TestWin()

{

for (int i = 0; i < a.Length; i++)

{

a[i] = 0;

}

}

public int Test(int r, string name)

{

a[r] = r;

Name = name;

if (a[1] == 1 && a[4] == 4 && a[7] == 7)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else if (a[2] == 2 && a[5] == 5 && a[8] == 8)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

if (a[3] == 3 && a[6] == 6 && a[9] == 9)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else if (a[1] == 1 && a[2] == 2 && a[3] == 3)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else if (a[5] == 5 && a[4] == 4 && a[6] == 6)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else if (a[3] == 3 && a[5] == 5 && a[7] == 7)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

if (a[7] == 7 && a[8] == 8 && a[9] == 9)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else if (a[1] == 1 && a[5] == 5 && a[9] == 9)

{

Console.Write("{0} wins !!!!!", Name);

return 1;

}

else return 0;

}

}

class Program

{

static void Main(string[] args)

{

int answer;

Console.WriteLine("Welcome to Tic tac toe!!!!\n\n");

do

{

TicTacToe game = new TicTacToe();

TestWin test1 = new TestWin();

TestWin test2 = new TestWin();

int win;

int[] player1 = new int[5];

int[] player2 = new int[5];

int[] box = new int[10];

for (int i = 0; i < 9; i++)

{

box[i] = 0;

}

game.DrawBoard(' ', 10);

Console.WriteLine("\neach boxes represent 1-9 in the form \n\n1\t2\t3\n\n4\t5\t6\n\n7\t8\t9\n");

for (int i = 0, draw = 0; draw < 9; i++)

{

beginning:

Console.WriteLine("where do you wish to play player1 ?");

player1[i] = Convert.ToInt32(Console.ReadLine());

int a = player1[i];

for (int j = 0; j < 10; j++)

{

if (box[j] == player1[i])

{

Console.WriteLine("this box has been selected, try again");

goto beginning;

}

else if (player1[i] < 1 || player1[i] > 9)

{

Console.WriteLine("you selected an invalid box, try again");

goto beginning;

}

}

box[a] = player1[i];

game.DrawBoard('X', a);

win = test1.Test(a, "player1");

draw++;

if (win == 1)

{

break;

}

if (draw == 9)

{

Console.WriteLine("it is a draw");

break;

}

beginning2:

Console.WriteLine("where do you wish to play player2 ?");

player2[i] = Convert.ToInt32(Console.ReadLine());

int b = player2[i];

for (int j = 0; j < 10; j++)

{

if (box[j] == player2[i])

{

Console.WriteLine("this box has been selected, try again");

goto beginning2;

}

else if (player2[i] < 1 || player2[i] > 9)

{

Console.WriteLine("you selected an invalid box, try again");

goto beginning2;

}

}

box[b] = player2[i];

game.DrawBoard('O', b);

win = test2.Test(b, "player2");

draw++;

if (win == 1)

{

break;

}

}

Console.WriteLine(" do you wish to play again? if yes enter '100' ...");

answer = Convert.ToInt32(Console.ReadLine());

Console.ReadKey();

} while (answer == 100);

}

}

}