Kursträff 1: Parprogrammeringsuppgift

Lösningsförslag (Program.cs)

```csharp
using System;

namespace Livekodning_KT01 {
    class Program {
        static void Main(string[] args) {
            bool continueGame = true;
            Console.WriteLine("Do you want to play a game");

            do {
                string input = Console.ReadLine();

                if (input == "Tic-Tac-Toe") {
                    Console.WriteLine("A strange game...");
                    continueGame = false;
                } else {
                    Console.WriteLine("I'm sorry. I don't know...");
                }
            } while (continueGame);
            Console.ReadKey();
            // Avslutas
        }
    }
}
```