**Lab 08**
1. REPL (Read Evaluate Print Loop) program.
2. 2 dimensional array.

**Objectives**
1. Understand stack 2 dimensional array structure.
2. Understand how to use 2 dimensional array in the board game.

**Instructions**
1. Create class Lab08Application.cs in namespace Aut.Lab.Lab08 by file name as a constructor parameter. Example Lab08Application()

2. To run program, use the command **dotnet run lab07. (no parameter is required)**

3. Create a class called "OXBoard" which the following methods.
   - Void Put(int row, int column, string mark)
   - void Clear()
   - void DisplayBoard()
   - bool IsGameOver()

4. In Lab08Application.cs, create method Run() to keep getting input from user.
   **Please enter command : command <hit enter> and *display current board status after each command. Display the winner and exit the program when game over.***

   ***Commands can be :***
   ***Put 1,0 X - To put X at the array[1,0] , should display error if the*** position is already used.
   ***Clear - To clear board.***
   ***Quit - To exit from program***

**Questions**
1. What else do you see 2 dimensional array in your real life.