```
using System;
using System.Threading.Tasks.Dataflow;
namespace myConst
{
    class Program
    {
        static void Main(string[] args)
        {
            string[] grid = new string[9] { "1", "2", "3", "4", "5", "6",
              "7", "8", "9" };
            bool isPlayer1Turn = true;
            int numTurns = 0;

            while (!CheckVictory() && numTurns != 9)
            {
                PrintGrid();

                if (isPlayer1Turn)
                    Console.WriteLine("Player 1 turn!");
                else
                    Console.WriteLine("Player 2 turn!");

                string choice = Console.ReadLine();

                if (grid.Contains(choice) && choice != "X" && choice != "O")
                {
                    int gridIndex = Convert.ToInt32(choice) - 1;

                    if (isPlayer1Turn)
                        grid[gridIndex] = "X";
                    else
                        grid[gridIndex] = "O";

                    numTurns++;
                }

                isPlayer1Turn = !isPlayer1Turn;
            }

            if (CheckVictory())
                Console.WriteLine("You win!");
            else
                Console.WriteLine("Tie!");

                bool CheckVictory()
                {
                    bool row1 = grid[0] == grid[1] && grid[1] == grid[2];
                    bool row2 = grid[3] == grid[4] && grid[4] == grid[5];
                    bool row3 = grid[6] == grid[7] && grid[7] == grid[8];
                    bool col1 = grid[0] == grid[3] && grid[3] == grid[6];
                    bool col2 = grid[1] == grid[4] && grid[4] == grid[7];
                    bool col3 = grid[2] == grid[5] && grid[5] == grid[8];
                    bool diagDown = grid[0] == grid[4] && grid[4] == grid
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                    [8];
                bool diagUp = grid[6] == grid[4] && grid[4] == grid[2];

                return row1 || row2 || row3 || col1 || col2 || col3 ||
                  diagDown || diagUp;
            }

        void PrintGrid()
        {
            for (int i = 0; i < 3; i++)
            {
                for (int j = 0; j < 3; j++)
                {
                    Console.Write(grid[i * 3 + j] + "|");
                }
                Console.WriteLine();
                Console.WriteLine("------");
            }
        }
    }
}
```