

```

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace _1B_con_tictactoe
{
    class Program
    {
        public static char[] plade = new char[10];

        static void Main(string[] args)
        {
            int tal;
            int spiller = 1;
            for (int i = 0; i < 10; i++)
                plade[i] = ' ';
            while (true)
            {
                Console.Clear();
                danbilled();
                Console.WriteLine();
                do
                {
                    Console.Write("hvord vil du placerer din brik ? 1-9 ");
                    tal = Convert.ToInt16(Console.ReadLine());
                }
                while (plade[tal] != ' ');
                if (spiller == 1)
                {
                    plade[tal] = 'X';
                    spiller = 2;
                }
                else
                {
                    spiller = 1;
                    plade[tal] = 'O';
                }
            }
        }

        public static void danbilled()
        {
            Console.WriteLine ("xxxxxxxxxxxx");
            Console.WriteLine ("x "+plade[1]+" x "+plade[2]+" x "+plade[3]+" x");
            Console.WriteLine ("xxxxxxxxxxxx");
            Console.WriteLine ("x " + plade[4] + " x " + plade[5] + " x " + plade[6] + " x");
            Console.WriteLine ("xxxxxxxxxxxx");
            Console.WriteLine ("x " + plade[7] + " x " + plade[8] + " x " + plade[9] + " x");
            Console.WriteLine ("xxxxxxxxxxxx");
            //Console.Read();
        }
    }
}

```