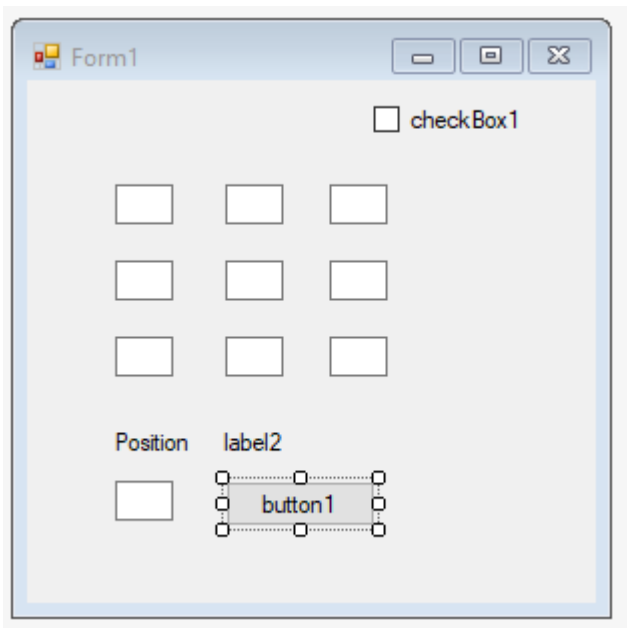1B_win_TicTacToe


```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace _1B_win_tictactoe
{
    public partial class Form1 : Form
    {
        bool spiller1 = true;
        int[] plade = new int[10];
        //maskedTextBox[] array = {MaskedTextBox1, MaskedTextBox2, MaskedTextBox3,
MaskedTextBox4, MaskedTextBox5, MaskedTextBox6, MaskedTextBox7, MaskedTextBox8,
MaskedTextBox9 };
        //PictureBox[] array = { pictureBox1, pictureBox2, pictureBox3, pictureBox4,
pictureBox5, pictureBox6 };
        public Form1()
        {
            InitializeComponent();
            reset();
         }

        private void reset()
        {
            maskedTextBox1.Text = "1";
            maskedTextBox2.Text = "2";
            maskedTextBox3.Text = "3";
            maskedTextBox4.Text = "4";
            maskedTextBox5.Text = "5";
            maskedTextBox6.Text = "6";
```

```csharp
            maskedTextBox7.Text = "7";
            maskedTextBox8.Text = "8";
            maskedTextBox9.Text = "9";

            for (int i = 1; i < 10; i++)
                plade[i] = 0;
            if (spiller1 == true)
                label2.Text = "Spiller 1";

        }

        private void button1_Click(object sender, EventArgs e)
        {
            int pos;
            string h;
            pos = Convert.ToInt16(maskedTextBox10.Text);
            if(plade[pos]==0)
            {
                if (spiller1 == true)
                {
                    h = "X";
                    plade[pos] = 1;
                }
                else
                {
                    h = "O";
                    plade[pos] = 4;
                }
                switch (pos)
                {
                    case 1:
                        maskedTextBox1.Text = h;
                        break;
                    case 2:
                        maskedTextBox2.Text = h;
                        break;
                    case 3:
                        maskedTextBox3.Text = h;
                        break;
                    case 4:
                        maskedTextBox4.Text = h;
                        break;
                    case 5:
                        maskedTextBox5.Text = h;
                        break;
                    case 6:
                        maskedTextBox6.Text = h;
                        break;
                    case 7:
                        maskedTextBox7.Text = h;
                        break;
                    case 8:
                        maskedTextBox8.Text = h;
                        break;
                    case 9:
                        maskedTextBox9.Text = h;
                        break;
                }
                if (spiller1 == true)
                {
```

```csharp
                    spiller1 = false;
                    label2.Text = "Spiller 2";
                }
                else
                {
                    spiller1 = true;
                    label2.Text = "Spiller 1";
                }
                testgame();
                maskedTextBox10.Text = "";
            }

        }
        private void testgame()
        {
            int t1, t2, t3, t4, t5, t6, t7, t8;
            t1 = plade[1] + plade[2] + plade[3];
            t2 = plade[4] + plade[5] + plade[6];
            t3 = plade[7] + plade[8] + plade[9];
            t4 = plade[1] + plade[4] + plade[7];
            t5 = plade[2] + plade[5] + plade[8];
            t6 = plade[3] + plade[6] + plade[9];
            t7 = plade[1] + plade[5] + plade[9];
            t8 = plade[3] + plade[5] + plade[7];
            if ((t1 == 3) || (t2 == 3) || (t3 == 3) || (t4 == 3) || (t5 == 3) || (t6 == 3)
|| (t7 == 3) || (t8 == 3))
            {
                MessageBox.Show("player 1 won");
                reset();
            }
            if ((t1 == 12) || (t2 == 12) || (t3 == 12) || (t4 == 12) || (t5 == 12) || (t6 ==
12) || (t7 == 12) || (t8 == 12))
            {
                MessageBox.Show("player 2 won");
                reset();
            }

        }

        private void maskedTextBox1_MaskInputRejected(object sender,
MaskInputRejectedEventArgs e)
        {
        }

        private void checkBox1_CheckedChanged(object sender, EventArgs e)
        {
            if (checkBox1.Checked == true)
                checkBox1.Text = "true";
            else
                checkBox1.Text = "false";

        }
    }
}
```