Dear David Goodwin,

My first thoughts about the problem was to create a class called ‘Digit’ that I could store information about a number the user wanted to display in an LCD-type style. Then, in a public method in the Digit class, I could loop through each digit in the number by converting the user’s number into a string and then using a char variable to iterate through the string. I then used a switch-case to determine what the character was. I then used Console.WriteLine() statements to try and draw each digit from 0 to 9 with vertical or horizontal lines.

What I found difficult about the task was how to represent each digit in the LCD style. I managed to represent all the characters from 0 to 9, and what I struggled with is showing them horizontally instead of vertically. How I would solve this differently if I had a similar problem would be to have the LCD display as a 2D array to store each segment of a digit as a co-ordinate instead of having lots of Console.WriteLine() commands.

Regards,

Adam Haigh