Using System;  
using System.Collections.Generic;

namespace HogerLager  
{  
class HogerLager  
{  
static void Main(string[] args)  
{  
/\*   
\* Let op deze opdracht is in het Engels.  
\*   
\* De opdracht beschrijving: Er moet een kleine dobbelsteen generator gemaakt worden.  
\* Deze dobbelsteen applicatie is echter nog niet helemaal af en deze moet jij af maken.  
\* In de applicatie vind je verschillende TODO's. Op deze plekken moet jij de code aanvullen of  
\* repareren.  
\* BELANGRIJK: Zorg ervoor dat je voor elke TODO een commit maakt met een juiste bericht.   
\* De TODO comment mag je weg halen na het repareren van de code.  
\* TODO #5 Staat in de Dice class.  
\*/

// TODO #1 Let the player fill in his/her name and store that in a variable

string playerName;  
Console.WriteLine("Hello Dice player what's your name?");

playerName = Console.ReadLine();  
// TODO #2 Use the filled in name to say hello to the player  
Console.WriteLine("Oh hello there. player " + playerName);

bool again = true;

while (again)  
{

// TODO #3 Create a list/array variable with the amount of dice the player want to throw. Don't forget to fill the list with the Die object class.

Console.WriteLine("How many dice do you want to throw?");  
int amountDice = Convert.ToInt32(Console.ReadLine());  
Console.WriteLine("When ever you are ready. You can throw the dice by pressing the 'any'-key.");  
Console.ReadLine();

Console.WriteLine("How many eyes does your dice need?");

List<Die> dice = new List<Die>();  
int throwTotalEyes = Convert.ToInt32(Console.ReadLine());

for (int i = 0; i < amountDice; i++)  
{  
dice.Add(new Die(throwTotalEyes));  
}  
// TODO #4 Fix the for-loop and loop through the list/array and throw the dice using the Throw() Method.  
//for ()  
//{  
/\* TODO #6 Use the GetEyes() method to print the eyes of the die.  
\* the print in the console should look somthing like this if the user chooses 4 dice:  
\* Die 1: 4  
\* Die 2: 2  
\* Die 3: 6  
\* Die 4: 1  
\*/  
//}

// TODO #7 Print out the total number of eyes the user has thrown.  
int j = 0;  
int totalEyes = 0;

foreach (Die die in dice)  
{  
die.ThrowDice();  
totalEyes += die.GetEyes();  
Console.WriteLine("Dobbelsteen nummer " + (++j) + " aantal ogen is " + die.GetEyes() + " totaal aantal gegooide ogen " + totalEyes + " Maximaal totaal aantal ogen dobbelsteen " + die.GetMaxEyes());

}  
Console.WriteLine("Wilt u doorgaan? Vul J of N in");  
string doorgaan = Console.ReadLine();  
if (doorgaan == "N")  
{  
again = false;  
}

}  
}  
public class Cup  
{  
//uit de lijst die maxEyes halen en kleur teruggeven.

public void ColorEyes(int \_throwTotalEyes)  
{  
if (\_throwTotalEyes <= 6)  
{  
Console.ForegroundColor = ConsoleColor.White;  
}  
else if (\_throwTotalEyes > 6 && \_throwTotalEyes <= 20)  
{  
Console.ForegroundColor = ConsoleColor.Red;  
}  
else if (\_throwTotalEyes > 20 && \_throwTotalEyes <= 45)  
{  
Console.ForegroundColor = ConsoleColor.Blue;  
}  
else if (\_throwTotalEyes > 45 && \_throwTotalEyes <= 75)  
{  
Console.ForegroundColor = ConsoleColor.Yellow;  
}  
else  
{  
Console.ForegroundColor = ConsoleColor.Green;  
}  
}  
}

class Die  
{  
// Attributes  
private int maxEyes;  
private int eyes;

/\*\*  
\* Constructor  
\*/  
public Die()  
{  
maxEyes = 6;  
eyes = 1;  
}

/\*\*  
\* This methode will randomize the dice.  
\* You can get the randomized eyes by using the GetEyes() method  
\*/

public Die(int \_maxEyes)  
{  
this.maxEyes = \_maxEyes;  
this.eyes = 1;  
}  
public void ThrowDice()  
{  
// TODO #5 Make the randomizer and set a random number in the eyes variable.  
Random random = new Random();  
eyes = random.Next(eyes, maxEyes + 1);  
}

public int GetEyes()  
{  
return eyes;  
}  
public int GetMaxEyes()  
{  
return this.maxEyes;  
}  
}  
}  
}