

The C# Flooring Shop

DESCRIPTION

Design and program a simple C# console application that helps a user to determine the cost of installing new flooring inside a room in their house.

INSTRUCTIONS

1. Open **Visual Studio** and create a new *console application*.
2. Open the `Program.cs` file and declare and assign three string variables for three different types of flooring each with a price per square foot (perhaps "Hardwood (\$8.95/sq.ft.)" as an example - come up with something original, here).
3. Declare a variable to capture the user's choice of flooring type.
4. Declare two variables to represent the length and width of a room (using feet measured to one decimal point).
5. Ask the user the length of the room they are looking to install the new flooring.
6. Check to see that the user has inputted a number - if yes, then store this value in the length variable created in step 4, if no then output an appropriate error message to the console.
7. Ask the user the width of the room they are looking to install the new flooring.
8. Check to see that the user has inputted a number - if yes, then store this value in the length variable created in step 4, if no then output an appropriate error message to the console.
9. Ask the user what type of flooring they would like, by building a sentence using the variables created in step 2 - to make it easy for the user, perhaps assign letters to each choice.
10. Check to see that the user has inputted a letter (one of the three choices for flooring) - if yes, then store this value in the variable created in step 3, if no then output an appropriate error message to the console.
11. Create a series of `if()` statements that correspond to each choice of flooring.
12. Inside each of the `if()` statements, do some math: get the area of the floor to be covered, and multiply that by the price of the selected floor type.
13. Output a sentence to the user indicating what floor type they picked, the area of the floor they are covering, and the final cost.
14. Be sure to include helpful and appropriate comments throughout your program
15. Have fun!

ASSESSMENT

Refer to the attached grading rubric for specific category scores and criteria.

SUBMISSION

Copy all of your code in the `Program.cs` file and paste it directly into the submission field below in order for your work to be graded. Also, submit a screenshot of the program's working output, or alternatively, submit a 3-4 minute video demonstrating your assignment in action.

Note: If the contribution of each group member is not specified, the entire group will receive a grade of zero, except for the student who submitted the assignment. No changes to group membership or contributions will be accepted after the due date