

## Lab 13 – For and Foreach Loops

Instructions: Complete each problem. If you're struggling with a problem, feel free to ask questions on the class forum.

This lab is optional, but it gives you valuable programming experience. You should definitely complete the lab if you can.

### Getting Started

Double-click the index file in the Help folder and click the ConsoleCards link in the pane on the left; this is the documentation for the classes I provided to you in the ConsoleCards dll.

### Problem 1 – Print numbers in user-selected range

Start up the IDE and create a new console application project named Lab13. Save the project in a reasonable location on the computer.

Prompt for and get lower and upper bounds for numbers to print.

Use a for loop to print the numbers between the lower and upper bound (inclusive)

### Problem 2 – Set up game objects

Copy the ConsoleCards.dll file you extracted from the zip file you downloaded into the Lab13 project folder (the folder that contains the Program.cs file). Add the ConsoleCards.dll as a reference for your project.

Add the following code below the `using` statements already in the class:

```
using ConsoleCards;
```

Inside the `Main` method, declare a deck variable and create a new `Deck` object for that variable.

Inside the `Main` method, declare a list variable that will hold a hand of cards and create a new list object for that variable.

Shuffle the deck.

### Problem 3 – Deal and print the cards in a hand using for loops

Use a for loop to deal 5 cards from the deck to the hand

Use a for loop to flip all the cards in the hand over. Do NOT hard-code 5 as the upper limit of the loop.

Use a foreach loop (not a for loop) to print all the cards in the hand (remember, the `Card` class exposes a `Print` method).