

## Lab 12 – Arrays

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 – Create a project and create game objects

Start up the IDE and create a new console application project named Lab12. Save the project in a reasonable location on the computer.

Copy the ConsoleCards.dll file you extracted from the zip file you downloaded into the Lab12 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 an array variable that will hold 5 cards and create a new array object for that variable.

Shuffle the deck.

### Problem 2 – Add card to array, flip it over, and print the card

Take a card from the top of the deck and add it to element 0 in the array.

Flip the card at element 0 of the array over.

Print the card at element 0 of the array.

### Problem 3 – Add another card to array, flip it over, and print both cards

Take a card from the top of the deck and add it to element 1 in the array.

Flip the card at element 1 of the array over.

Print the cards at elements 0 and 1 of the array.