**Requirements**

Write a console application that does the following:

* Print a “welcome” message to the user telling them that this application will calculate their average gold-collecting performance
* Prompt the user for the total gold they've collected in the game. A prompt is just a short message asking for user input, but you should use Console.Write instead of Console.WriteLine for a prompt
* Read in the total gold collected and put the value into a variable of the appropriate type. The code below reads in an integer and puts the value into an integer variable (reference Section 6.3 in the book for more detail)

  int gold = int.Parse(Console.ReadLine());

* Prompt the user for the total number of hours they've played the game
* Read in the total number of hours played and put the value into a variable of the appropriate type. Since players should be able to enter something like 2.5, int is NOT the correct data type for this variable! The code below reads in an floating point number and puts the value into a float variable

float hours = float.Parse(Console.ReadLine());

* Convert the hours to minutes and put the result into a variable of the appropriate type
* Calculate the gold per minute statistic and put the result into a variable of the appropriate type
* Print out the gold, hours played, and gold per minute statistics

You can assume the following:

* All data from the user is of the appropriate type. For example, the user won't enter Bob when you ask how much gold they've collected (though some users probably would in practice )
* All data from the user is positive

Your solution to this problem must:

* Meet the problem specification (e.g., do what it’s supposed to)
* Comply with the course coding standards

**helpful hints**

* Write the code for one of the steps above, save, build, run, and repeat! Don’t try to write a lot of code at once – implement one small chunk at a time
* If your code isn't working properly, use the Console WriteLine method to print intermediate variable values while you debug – that way you can make sure you’re calculating each value correctly as you go along. Just be sure to delete that extra debugging output before submitting the assignment

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Assignment01

{

/// <summary>

/// The program calculates the average gold-collecting performance

/// </summary>

class Program

{

/// <summary>

/// The program calculates the average gold-collecting performance

/// </summary>

/// <param name="args"></param>

static void Main(string[] args)

{

// Set background color to DarkBlue

Console.BackgroundColor = ConsoleColor.DarkBlue;

Console.Clear();

Console.ForegroundColor = ConsoleColor.White;

// Greetings

Console.WriteLine("Hello! This application will calculate your average gold-collecting performance");

Console.WriteLine();

// Prompting for total gold gained and time spent

Console.Write("Please input the total amount of gold you've collected in the game ");

int gold = int.Parse(Console.ReadLine());

Console.Write("Please input the total number of hours you've played the game ");

float hours = float.Parse(Console.ReadLine());

Console.WriteLine();

// Convert the hours to minutes

const int SECONDS\_PER\_MINUTE = 60;

float minutes = hours \* SECONDS\_PER\_MINUTE;

// Print out the gold collected

float goldPerMinute = gold / minutes;

Console.Write("You have collected ");

Console.ForegroundColor = ConsoleColor.Red;

Console.Write(gold);

Console.ForegroundColor = ConsoleColor.White;

Console.WriteLine(" gold");

// Print out the hours played

Console.Write("You have played ");

Console.ForegroundColor = ConsoleColor.Red;

Console.Write(hours);

Console.ForegroundColor = ConsoleColor.White;

Console.WriteLine(" hours");

// Print out the gold per minute statistics

Console.Write("Your gold per minute statistics is ");

Console.ForegroundColor = ConsoleColor.Red;

Console.WriteLine(goldPerMinute);

Console.ForegroundColor = ConsoleColor.White;

Console.WriteLine();

}

}

}