# Homework: Consuming Web Services with C#

This document defines the homework assignments from the ["Web Services and Cloud" Course @ Software University](https://softuni.bg/courses/web-services-and-cloud/). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems.

## News console client

Your task is to write a console application, which searches for news articles by a given query string and a count of articles to retrieve.

The application should ask the user for input and print the **titles** and **urls** of the articles.

For news articles search use the [Feedzilla API](https://code.google.com/p/feedzilla-api/wiki/RestApi#/v1/articles/search.format) and use one of **WebClient**, **HttpWebRequest**, **HttpClient** or **RESTSharp**.

You should submit all project files (without packages and executable files) as a part of your homework.

## Battleships console client

Your task is to write a console application, which uses the Battleships Game web services. Make the console client for the game. The user should be able to play the game on the console.

You should implement the following console commands:

* **register** – Pass the parameters with intervals after the command
  + example: $ register [vlado@softuni.bg](mailto:vlado@softuni.bg) pass123 pass123
  + The first argument is email
  + The second argument is password
  + The third argument is confirm password
* **login**
  + example $ login [vlado@softuni.bg](mailto:vlado@softuni.bg) pass123
  + The first argument is username
  + The second argument is password
* **create-game**
  + example: $ create-game
  + Create game command is without parameters
* **join-game**
  + example $ join-game D14B4F1C-2DA0-44FA-BF22-F5A71AF3EE3B
  + Pass the game id as first argument
* **play**
  + example $ play D14B4F1C-2DA0-44FA-BF22-F5A71AF3EE3B 5 4
  + The second arguments is position X
  + The third arguments is position Y

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## \* Extend the Battleships server and client

Your task is to extend the Battleships web services and console client.

### Web Services:

* Generate ships on random positions on the field.
* Make the logic for destroying the ships.
* Make the logic for the end of the game.
* Make the resource for getting the field.

### Console Client:

* Show the field in the console on every turn.
* Make the console client game suitable for playing.

You should submit all project files (without packages and executable files) as a part of your homework.