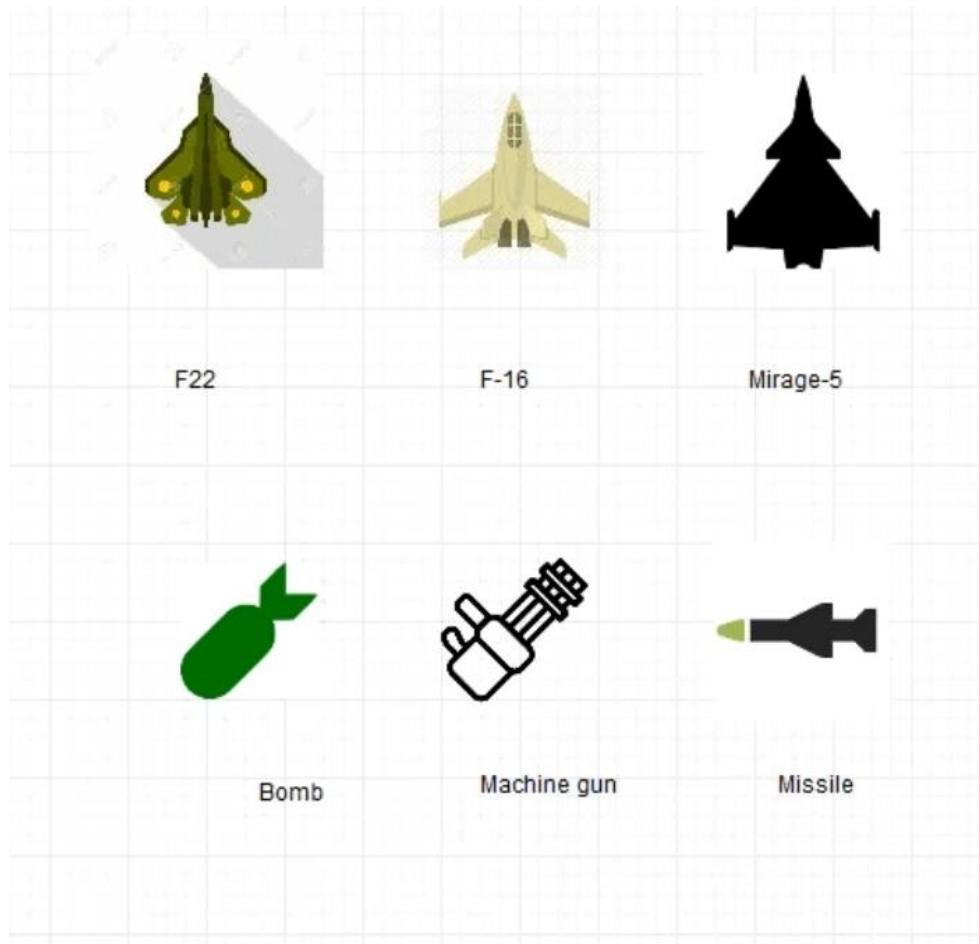




## Professional Programming with C#

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Here we wanted to write a program where there are different type of fighter planes such as **F22**, **Mig29**, **Mirage5**, **Su35** and different type of weapons such as: **Bomb**, **Missile**, **Machine Gun**, and **Laser**.

We will select a fighter plane by asking a choice from user. Then we select a **primary weapon** and a **secondary weapon** by asking option from user. Then we ask user to perform weapon command as long as he/she want to keep firing. Based on the weapon command selected weapon is fired and printed in console.

*The challenge is, if we want to change the weapons or planes, then making change in code becomes difficult. Also the code becomes messy by doing change over and over and lose track of features which can potentially create bugs.*

So we wanted to see a better design.

## Sample Output:

 Microsoft Visual Studio Debug Console

```
Please select your plane:
1: F22
2: Mig29
3: Mirage5
4: Su35
2
You have selected: Mig 29
=====
Please select primary weapon:
1: Bomb
2: Machine Gun
3: Missile
4: Laser
3
Please select secondary weapon:
1: Bomb
2: Machine Gun
3: Missile
4: Laser
1
Please select weapon command:
1: Primary
2: Secondary
3: Exit
1
=====>> Firing Missile
Please select weapon command:
1: Primary
2: Secondary
3: Exit
2
=====>> Dropping Bomb
Please select weapon command:
1: Primary
2: Secondary
3: Exit
3
=====>> Game Over
```