

GAME2341 – Assignment 02



General Points

- Use the course material located at:
 - [C# 101](#)
 - [C# Tutorial \(W3Schools\)](#)
- Assignment 02 can be completed using content from the following*:
 - C# 101: Videos 1 – 15
 - C# Tutorial (W3Schools): C# Home – C# Method Overloading
- Review the *Common Program Requirements* document
- Create a project named Assignment02
- ***Requirements (remember to identify the requirements by number):***

Requirements

Requirements to be numbered in Assignment 02 (see example image):

1. Output a header in the console:
 - “Welcome to Assignment 02 - <yournamehere>”
2. Demonstrate the use of using two additional namespaces (your own) beyond the default supplied for the file name. (You may need to access additional resources*.)
3. Implement password authentication in two ways: using a while loop and using a do/while loop.
4. Ask the user to enter the number of random numbers they would like to generate between (1-100). Use a for loop to generate that many random numbers between 1-100. (You will need to access additional resources*.)
5. Use loop and code logic to display the numbers between 1-100 that are evenly divisible by 7 but exclude the numbers that are also evenly divisible by 3 or 5.

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6. Use a for loop and a list (named favoritePeople) and ask the user to enter the names of seven favorite people. Use a foreach loop to display the names in the list.
 7. Ask the user to enter a name and return a message if that name was in the favoritePeople list and the index at which it was found (-1 if not found).
 8. Ask the user to enter three more people to add to the list. Sort favoritePeople and display the sorted list.
 9. Write code to calculate the factorial of 1-7. Store the values in a list and display the list along with the number. For example, $1! = 1$, $2! = 2$, $3! = 6$, ...
 10. Include an output statement explaining your experiences with Assignment 02. Make this authentic (minimum of 2-3 sentences).
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TEST – TEST – TEST your application to ensure the specific program requirements are met.

- Use the list above and the *Common Program Requirements* as a confirmation checklist.
- Not meeting all requirements = 0 points for the assignment.