```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using System.Text.RegularExpressions;
7
8  namespace QuiddichV2._0
9  {
10     public enum PasswordScore
11     {
12         Blank = 0,
13         VeryWeak = 1,
14         Weak = 2,
15         Medium = 3,
16         Strong = 4,
17         VeryStrong = 5
18     }
19
20     public class PasswordAdvisor
21     {
22         public static PasswordScore CheckStrength(string password)
23         {
24             int score = 1;
25
26             if (password.Length < 1)
27                 return PasswordScore.Blank;
28             if (password.Length < 4)
29                 return PasswordScore.VeryWeak;
30
31             if (password.Length >= 8)
32                 score++;
33             if (password.Length >= 12)
34                 score++;
35             if (password.Length >= 16)
36                 score++;
37             if (password.Length >= 20)
38                 score++;
39             if (Regex.Match(password, @"/\d+/", RegexOptions.ECMAScript).Success)
40                 score++;
41             if (Regex.Match(password, @"/[a-z]/", RegexOptions.ECMAScript).Success ||
42               Regex.Match(password, @"/[A-Z]/", RegexOptions.ECMAScript).Success)
43                 score++;
44             if (Regex.Match(password, @"/.[!,@,#,$,%,^,&,*,?,_,~,-,£,(,)]/", RegexOptions.ECMAScript).
       Success)
45                 score++;
46
47             return (PasswordScore)score;
48         }
49     }
50 }
51
52
53
```