# Purpose

The purpose of this classwork exercise is for you to demonstrate your understanding of Exception Handling in a simple C# program. To save time, 2 of the 3 .cs files you need for this assignment accompany this document. You only need to provide the driver. The context of the exercise is averaging bowling scores.

# Specifications

**BowlingAverage.cs** and **BowlingException.cs** are provided to you; you only need to complete **BowlingAverageDriver.cs**. The driver should allow the user to demonstrate a default **BowlingAverage** object and other **BowlingAverage** objects created with the **parameterized** **constructor**.

The **BowlingAverage** class is complete and should be used as it is. The **BowlingException** class is also complete and should be used as it is. Spending a few minutes reading the code in the **BowlingAverage** class will help you avoid reinventing something in the driver.

The driver should demonstrate a **default** **BowlingAverage** object followed by allowing the user to indicate how many games have been bowled. Then, input the scores for those games one at a time in a loop, storing them in an array. When the last score has been input, create a **BowlingAverage** object which you can display. Repeat this **non**-**default** part until the user indicates a desire to quit.

In addition to dealing with the potential exceptions thrown by the **BowlingAverage** class, the **driver** should use **exception** **handling** to deal with other potential issues such as invalid input (e. g., typing a letter when an integer is required or typing an unreasonable value for the number of scores to be input).

The following pages show output of one possible run of the program.

# Proper Documentation is Required

Make sure **all** code files are **fully documented** – see the **course documentation policies** posted on D2L for the conventions and requirements including examples of proper documentation. Proper documentation includes following the naming conventions for classes, files, methods, variables, constants, and other identifiers.

# Submission

Your submission should be a single **.zip** file with a name in the format of ***1260-LastFirst-Lab4*** containing your entire VS project. Submit the **one** **zipped** **file** to the **Lab 4 Dropbox** on D2L.



