I was struggling with a way to find which item belonged to which class when reading and writing to a text file. After trying various ideas and testing if I was able to get the type of item to show up in the text file to tell the difference below is the solution I was able to come up with. Using my GetItem() function at the array index [i], I am able to get ‘RPGStore.Weapons’ to show up in element 0 in the text file. If it found armour, ‘RPGStore.Armour’ will show up in the text file giving me a way to differentiate between the classes of items.



Error checking was difficult at times originally I was just using Convert.ToInt32(Console.ReadLine()) but that allowed the user to type something that was not expected into the console and crash during runtime. I discovered TryParse() which allowed me to control errors if a number wasn't entered. But I was still able to type numbers that were not within the range available which I solved through trial and error within the console. First I added the If (search <= -1) condition because the array couldn’t be below 0 and then added an If (search > array.Length) condition but was still stuck with the user choosing a number if the search choice was in range but the inventory slot == null. I then had to add player.inventory[searchChoice] == null to ensure that the slot was then not empty. Throughout the process I kept running the console application to test if different types of input were possible to implement. Below is the code i ended with.

