/\*

void normalmode()

{

//launch of the game

while (reTry == "oui")

{

//clean the console

Console.Clear();

//generate 4 colors among 7 randomly

Random random = new Random();

int[] randomColors = new int[4];

randomColors[0] = random.Next(6);

randomColors[1] = random.Next(6);

randomColors[2] = random.Next(6);

randomColors[3] = random.Next(6);

for (int i = 0; i < randomColors.Length; i++)

{

if (randomColors[i] == 0)

{

goal[i] = "g";

}

else if (randomColors[i] == 1)

{

goal[i] = "y";

}

else if (randomColors[i] == 2)

{

goal[i] = "w";

}

else if (randomColors[i] == 3)

{

goal[i] = "r";

}

else if (randomColors[i] == 4)

{

goal[i] = "m";

}

else if (randomColors[i] == 5)

{

goal[i] = "b";

}

else if (randomColors[i] == 6)

{

goal[i] = "c";

}

}

//the combination that the user must find

string finalgoal = goal[0] + goal[1] + goal[2] + goal[3];

essai = "";

win = 0;

//welcome text and introdocution to the game

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

Console.WriteLine("Couleurs possibles: gywrmbc");

Console.WriteLine("Devine le code en 4 couleurs.\n\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n");

Console.ResetColor();

for (int numberTry = 1; numberTry <= 11 && win == 0; numberTry++)

{

//if the user win

if (essai == finalgoal)

{

numberTry = numberTry - 1;

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\nBravo, vous avez gagnez en " + numberTry + " essais !! :)");

Console.Write("voulez-vous refaire ?\nMettez oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

while (reTry != "oui" && reTry != "non")

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nVous n'avez pas écrit les mots attendus\nVeuillez écrire oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

}

win = 1;

}

//shows this code if the user loose after 10 try

else if (numberTry == 11 && essai != finalgoal)

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\nDommage, vous avez perdu :/");

Console.WriteLine("Le code était " + finalgoal);

Console.Write("voulez-vous réessayer ?\nMettez oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

while (reTry != "oui" && reTry != "non")

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nVous n'avez pas écrit les mots attendus\nVeuillez écrire oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

}

}

//do this code while the user doesn't find the goal or do less than 10 try

else

{

Console.WriteLine(finalgoal);

int Ok = 0;

int MP = 0;

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nEssai " + numberTry + " : ");

Console.ResetColor();

//the combination of color that choose the user

essai = Console.ReadLine();

//table that divide each character of the combination

char[] motsepa = new char[essai.Length];

char[] restMotsepa = new char[essai.Length];

char[] goalsa = new char[finalgoal.Length];

char[] Restgoalsa = new char[finalgoal.Length];

for (int i = 0; i < 4; i++)

{

motsepa[i] = (char)essai[i];

goalsa[i] = Convert.ToChar(goal[i]);

}

//for color that is in the right position

for (int i = 0; i < 4; i++)

{

if (motsepa[i] == Convert.ToChar(goal[i]))

{

Ok = Ok + 1;

restMotsepa[i] = 'Z';

goalsa[i] = 'Y';

}

else

{

restMotsepa[i] = motsepa[i];

Restgoalsa[i] = goalsa[i];

}

}

//not accept when there are 2 color that are the same, it's save only one

bool[] usedIndices = new bool[Restgoalsa.Length];

//for bad positions

for (int i = 0; i < restMotsepa.Length; i++)

{

for (int j = 0; j < Restgoalsa.Length; j++)

{

if (restMotsepa[i] == Restgoalsa[j] && i != j && !usedIndices[j])

{

MP++;

usedIndices[j] = true;

}

}

}

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\n=>Ok: " + Ok);

Console.WriteLine("Mauvaise position: " + MP);

Console.ResetColor();

}

}

}

}

void easymode()

{

//launch of the game

while (reTry == "oui")

{

//clean the console

Console.Clear();

//generate 4 colors among 7 randomly

Random random = new Random();

int[] randomColors = new int[4];

randomColors[0] = random.Next(6);

randomColors[1] = random.Next(6);

randomColors[2] = random.Next(6);

randomColors[3] = random.Next(6);

for (int i = 0; i < randomColors.Length; i++)

{

if (randomColors[i] == 0)

{

goal[i] = "g";

}

else if (randomColors[i] == 1)

{

goal[i] = "y";

}

else if (randomColors[i] == 2)

{

goal[i] = "w";

}

else if (randomColors[i] == 3)

{

goal[i] = "r";

}

else if (randomColors[i] == 4)

{

goal[i] = "m";

}

else if (randomColors[i] == 5)

{

goal[i] = "b";

}

else if (randomColors[i] == 6)

{

goal[i] = "c";

}

}

//the combination that the user must find

string finalgoal = goal[0] + goal[1] + goal[2] + goal[3];

essai = "";

win = 0;

//welcome text and introdocution to the game

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

Console.WriteLine("Couleurs possibles: gywrmbc");

Console.WriteLine("Devine le code en 4 couleurs.");

Console.WriteLine("Le symbole '$' signifie que vous avez trouvé une bonne couleur, mais mal positionée.\n\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n");

Console.ResetColor();

for (int numberTry = 1; numberTry <= 11 && win == 0; numberTry++)

{

//if the user win

if (essai == finalgoal)

{

numberTry = numberTry - 1;

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\nBravo, vous avez gagnez en " + numberTry + " essais !! :)");

Console.Write("voulez-vous refaire ?\nMettez oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

while (reTry != "oui" && reTry != "non")

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nVous n'avez pas écrit les mots attendus\nVeuillez écrire oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

}

win = 1;

}

//shows this code if the user loose after 10 try

else if (numberTry == 11 && essai != finalgoal)

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.WriteLine("\nDommage, vous avez perdu :/");

Console.WriteLine("Le code était " + finalgoal);

Console.Write("voulez-vous réessayer ?\nMettez oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

while (reTry != "oui" && reTry != "non")

{

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nVous n'avez pas écrit les mots attendus\nVeuillez écrire oui ou non: ");

Console.ResetColor();

reTry = Console.ReadLine();

}

}

//do this code while the user doesn't find the goal or do less than 10 try

else

{

Console.WriteLine(finalgoal);

int MP = 0;

Console.ForegroundColor = ConsoleColor.Blue;

Console.Write("\nEssai " + numberTry + " : ");

Console.ResetColor();

//the combination of color that choose the user

essai = Console.ReadLine();

//table that divide each character of the combination

char[] motsepa = new char[essai.Length];

char[] restMotsepa = new char[essai.Length];

char[] goalsa = new char[finalgoal.Length];

char[] Restgoalsa = new char[finalgoal.Length];

for (int i = 0; i < 4; i++)

{

motsepa[i] = (char)essai[i];

goalsa[i] =Convert.ToChar(goal[i]);

}

//for color that is in the right position

for (int i = 0; i < 4; i++)

{

if (motsepa[i] == Convert.ToChar(goal[i]))

{

restMotsepa[i] = 'Z';

goalsa[i] = 'Y';

}

else

{

restMotsepa[i] = motsepa[i];

Restgoalsa[i] = goalsa[i];

}

}

//not accept when there are 2 color that are the same, it's save only one

bool[] usedIndices = new bool[Restgoalsa.Length];

//for bad positions

for (int i = 0; i < restMotsepa.Length; i++)

{

for (int j = 0; j < Restgoalsa.Length; j++)

{

if (restMotsepa[i] == Restgoalsa[j] && i != j && !usedIndices[j])

{

MP++;

usedIndices[j] = true;

}

}

}

//shows in the game the number of bad position

for (int i = 0; i < MP; i++)

{

if (MP > 0)

{

Console.Write("$");

}

}

if (MP > 0)

{

Console.Write(" : ");

}

//shows in the game the support for the user

for (int i = 0; i < 4; i++)

{

if (motsepa[i] == Convert.ToChar(goal[i]))

{

Console.Write(goal[i]);

}

else

{

Console.Write("\_");

}

}\*/