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Introduction

This is a pretty sweet demonstration.

Release Notes

v0.0.2 02/07/21

- Fixed serious blah
- Fixed other non serious blah

v0.0.1 02/07/21

- Fixed blah
- Fixed other blah

Tamagotchi

The Tamagotchi (Japanese: たまごっち, IPA: [tamagotˀtɕi], "Egg Watch") is a handheld digital pet that was created in Japan by Akihiro Yokoi of WiZ and Aki Maita of Bandai. It was released by Bandai on November 23, 1996 in Japan and on May 1, 1997 in the rest of the world, quickly becoming one of the biggest toy fads of the late 1990s and the early 2000s. As of 2010, over 76 million Tamagotchis had been sold worldwide.[1] As of 2017, over 82 million units have been sold.[2] Most Tamagotchi are housed in a small egg-shaped computer with an interface consisting of three buttons.

Namespace Foo.Abstraction

Interfaces

ITamagotchi

Egg Watch!.

Interface ITamagotchi

Egg Watch!.

Syntax

```
public interface ITamagotchi
```

Properties

Alias

Gets the name of your terrible digital pet.

Declaration

```
string Alias { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Bordem

Gets how bored the critter is.

Declaration

```
float Bordem { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Hunger

Gets how hungry the critter is.

Declaration

```
float Hunger { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Id

Gets unique identifier.

Declaration

```
int Id { get; }
```

TYPE	DESCRIPTION
System.Int32	

Tiredness

Gets how tired the critter is.

Declaration

```
float Tiredness { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Namespace Foo.Core

Classes

Tamagotchi

Concrete implementation of a Tamagotchi.

Class Tamagotchi

Concrete implementation of a Tamagotchi.

Syntax

```
public class Tamagotchi : ITamagotchi
```

Properties

Alias

Declaration

```
public string Alias { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Bordem

Declaration

```
public float Bordem { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Hunger

Declaration

```
public float Hunger { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Id

Declaration

```
public int Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Tiredness

Declaration

```
public float Tiredness { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Implements

[ITamagotchi](#)

Namespace FooConsole

Classes

ExtensionMethods

Extension methods.

Class ExtensionMethods

Extension methods.

Syntax

```
public static class ExtensionMethods
```

Methods

ToTimeStampedString(String)

Pre-appends string with time stamp.

Declaration

```
public static string ToTimeStampedString(this string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	Input string.

Returns

TYPE	DESCRIPTION
System.String	Time stamped string.