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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: [tamagot\*tɕi], "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!.

Namespace: Foo.Abstraction
Assembly: Foo.Abstraction.dll

Syntax

```
public interface ITamagotchi
```

### **Properties**

#### Alias

Gets the name of your terrible digital pet.

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.String	

#### Bordem

Gets how bored the critter is.

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.Single	

### Hunger

Gets how hungry the critter is.

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.Single	

Id

Gets unique identifier.

Declaration

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

### Property Value

ТУРЕ	DESCRIPTION
System.Int32	

### Tiredness

Gets how tired the critter is.

Declaration

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

### Property Value

ТУРЕ	DESCRIPTION
System.Single	

# Namespace Foo.Core

Classes

Tamagotchi

Concrete implementation of a Tamagotchi.

# Class Tamagotchi

Concrete implementation of a Tamagotchi.

Inheritance

System.Object

Tamagotchi

Implements

ITamagotchi

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: Foo.Core
Assembly: Foo.Core.dll

Syntax

```
public class Tamagotchi : ITamagotchi
```

### **Properties**

#### Alias

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.String	

#### Bordem

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.Single	

#### Hunger

Declaration

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

Property Value

ТҮРЕ	DESCRIPTION
System.Single	

### Id

Declaration

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

### Property Value

ТУРЕ	DESCRIPTION
System.Int32	

### Tiredness

Declaration

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

## Property Value

ТҮРЕ	DESCRIPTION
System.Single	

### Implements

lTamagotchi

# Namespace FooConsole

Classes

 ${\bf Extension Methods}$ 

Extension methods.

## Class ExtensionMethods

Extension methods.

Inheritance

System.Object

ExtensionMethods

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: FooConsole
Assembly: FooConsole.dll

Syntax

public static class ExtensionMethods

#### Methods

ToTimeStampedString(String)

Pre-appends string with time stamp.

Declaration

public static string ToTimeStampedString(this string value)

#### Parameters

ТУРЕ	NAME	DESCRIPTION
System.String	value	Input string.

#### Returns

ТҮРЕ	DESCRIPTION
System.String	Time stamped string.