

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using Slogan;
7 using VideoGameOptions;
8 using VideoGamesRent;
9 using VideoGameBuy;
10
11 namespace VideoGameMain_MainMenu_MainCase //same notes as video main dll
12 {
13     public class VideoGamesMainClass
14     {
15         public void VideoGameMain()
16         {
17             int userInput = 0;
18             while (userInput != 3)
19             {
20                 SloganDisplay errorSlogan = new SloganDisplay();
21                 errorSlogan.Display();
22                 VideoGamesMainMenuClass NewVideoMenu = new VideoGamesMainMenuClass ↗
23                     ();
24                 userInput = NewVideoMenu.VideoGameMenu();
25                 VideoGameCaseClass VideoCase = new VideoGameCaseClass();
26                 VideoCase.VideoGameCase(userInput);
27             }
28         }
29
30         public class VideoGamesMainMenuClass
31         {
32             public int VideoGameMenu()
33             {
34                 VideoGamesOptionsClass VideoGamesMenuOptions = new ↗
35                     VideoGamesOptionsClass();
36                 VideoGamesMenuOptions.Options();
37                 int result = 0;
38                 try
39                 {
40                     result = int.Parse(Console.ReadLine());
41                     return result;
42                 }
43                 catch (Exception myerror)
44                 {
45                     Console.WriteLine(myerror.Message);
46                 }
47                 return result;
48             }
49         }
50     }
```

```
51     public class VideoGameCaseClass
52     {
53         public void VideoGameCase(int results)
54         {
55             int myInput;
56             myInput = results;
57             switch (myInput)
58             {
59                 case 0:
60                     SloganDisplay zeroSlogan = new SloganDisplay();
61                     zeroSlogan.Display();
62                     break;
63
64                 case 1: //Rent
65                     SloganDisplay rentSlogan = new SloganDisplay();
66                     rentSlogan.Display();
67                     Rent gamesRent = new Rent();
68                     gamesRent.RentInput();
69                     break;
70
71                 case 2: //Buy
72                     SloganDisplay buySlogan = new SloganDisplay();
73                     buySlogan.Display();
74                     VideoGamesBuyClass buy = new VideoGamesBuyClass();
75                     buy.BuyInput();
76                     break;
77
78                 case 3://goes back one screen
79                     break;
80
81             }
82         }
83     }
84 }
85
```