```csharp
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 MainMenu_MainCase;
8  using System.Diagnostics;
9  using System.Runtime.InteropServices;
10 using System.Windows;
11
12
13 namespace BlockBusterMain
14 {
15     class BlockBusterProgram
16     {
17         static void Main(string[] args)
18         {
19             Process p = Process.GetCurrentProcess();
20             ShowWindow(p.MainWindowHandle, 3); //SW_MAXIMIZE = 3 Makes the console ⇁
                 fullscreen
21
22             int userInput = 0; //beginning value of 0 for userinput
23             while (userInput != 4) //do this while userinput doesnt equal 4, on 4 ⇁
                 we exit
24             {
25                 SloganDisplay displayBlock = new SloganDisplay(); //slogan created ⇁
                     and called displayBlock
26                 displayBlock.Display(); //slogan used
27                 MainMenuClass mainMenuInstance = new MainMenuClass(); //main menu ⇁
                     created and called mainMenuInstance
28                 userInput = mainMenuInstance.MainMenu(); //userinput is collected ⇁
                     from the .MainMenu
29                 MainCaseClass mainCaseInstance = new MainCaseClass(); //main case ⇁
                     created and called mainCaseInstance
30                 mainCaseInstance.MainCase(userInput); //take userinput send it    ⇁
                     to .MainCase
31             }
32         }
33         [DllImport("user32.dll")] //makes the console fullscreen
34         public static extern bool ShowWindow(System.IntPtr hWnd, int cmdShow); // ⇁
             makes console fullscreen
35
36     }
37
38 }
39
```