```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 VideoGameOptions;
 8
 9  namespace VideoGamesRent
10  {
11      public class VideoGamesRentClass //same notes as the other rent dlls
12      {
13      }
14
15      public class Rent
16      {
17          public void RentInput()
18          {
19              SloganDisplay display = new SloganDisplay();
20              display.Display();
21              try
22              {
23                  VideoGamesOptionsClass rentOptions = new VideoGamesOptionsClass();
24                  rentOptions.RentOptions();
25                  Console.WriteLine("Enter Product Name: ");
26                  string productName = Console.ReadLine();
27
28                  string[] names = new string[8] { "Super Mario Bros.","The Legend
                      of Zelda","Minecraft","Ms.Pac - Man","Doom","The Legend of
                      Zelda: Ocarina of Time","Super Mario 64","Tetris"};
29                  if (names.Any(productName.Equals))
30                  {
31                      Console.WriteLine("How many days would you like to rent
                          this?");
32                      int rentdays = Convert.ToInt16(Console.ReadLine());
33                      ReturnDate returndate = new ReturnDate();
34                      string thereturndate = returndate.ReturnDateCal(rentdays);
35                      double totalrentcost = returndate.RentCost(rentdays);
36                      Display newDisplay = new Display();
37                      newDisplay.EndDisplay(productName, thereturndate,
                          totalrentcost);
38                  }
39                  else
40                  {
41                      SloganDisplay displayError = new SloganDisplay();
42                      displayError.Display();
43                      Console.WriteLine("Please enter an avalible title\n Press
                          Enter to continue");
44                      Console.ReadLine();
45                      RentInput();
46                  }
47
```

```csharp
48                    }
49                catch (Exception myerror)
50                {
51
52                    Console.WriteLine(myerror.Message);
53                }
54            }
55
56        }
57
58        public class ReturnDate
59        {
60            public string ReturnDateCal(int numberdays)
61            {
62                int mynumberdays = numberdays;
63                DateTime today = DateTime.Now;
64                DateTime returndate = today.AddDays(mynumberdays);
65                string productreturndate = returndate.ToString("MM/dd/yyyy");
66                return productreturndate;
67            }
68            public double RentCost(int numberdays)
69            {
70                double mynumberdays = Convert.ToDouble(numberdays);
71                double totalrent = numberdays * 1.50;
72                return totalrent;
73            }
74
75        }
76
77        public class Display
78        {
79            public void EndDisplay(string productName, string therentdate, double
                 totalrentcost)
80            {
81                SloganDisplay dis = new SloganDisplay();
82                string finalRentdate = therentdate;
83                string finalProductName = productName;
84                double finalRentcost = totalrentcost;
85                Console.WriteLine("Thank you for renting " + finalProductName + "\n" +
                    "It will need to be return on " + finalRentdate + "\n" + "Total
                   rental cost is " + finalRentcost.ToString("C") + "\n" + "Please
                   press enter to return to the Blocks Video Games Menu");
86                Console.ReadLine();
87
88            }
89        }
90 }
91
```