```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 MainMenuOptions;
8  using BooksMain_MainMenu_MainCase;
9  using VideoGameMain_MainMenu_MainCase;
10 using VideoMain_MainMenu_MainCase;
11
12 namespace MainMenu_MainCase
13 {
14     public class MainMenuClass
15     {
16         public int MainMenu()
17         {
18             MainMenuOptionsClass MenuOptions = new MainMenuOptionsClass(); //main ⮐
                   options created and called MenuOptions
19             MenuOptions.Options(); //call .Options class
20             int result = 0; //result set to zero
21             try
22             {
23                 result = int.Parse(Console.ReadLine()); //userinput taken in and ⮐
                      parsed to an int called result
24                 return result; //return what is in result
25             }
26             catch (Exception myerror) //exception catching
27             {
28                 Console.WriteLine(myerror.Message);
29             }
30             return result; //return result if the above passed
31         }
32     }
33
34     public class MainCaseClass
35     {
36         public void MainCase(int results)
37         {
38             int myInput; //will be the variable tthat has the userinput in it
39             myInput = results;
40             switch (myInput)//based on userinput a case is chossen if applicable
41             {
42                 case 1: //video menu
43                     SloganDisplay videoSlogan = new SloganDisplay(); //slogan
44                     videoSlogan.Display(); //slogan displayed
45                     VideoMainClass Video = new VideoMainClass(); //Video Main ⮐
                         class called Video
46                     Video.Video(); //.Video called
47                     break;
48
49                 case 2: //Books menu
```

```
50                    SloganDisplay bookSlogan = new SloganDisplay(); //slogan
51                    bookSlogan.Display(); //slogan displayed
52                    BooksMainClass Books = new BooksMainClass();//Book Main class  ⮧
                       called Books
53                    Books.Books();//.Books called
54                    break;
55
56              case 3: //Video Game menu
57                    SloganDisplay gamesSlogan = new SloganDisplay(); //slogan
58                    gamesSlogan.Display(); //slogan displayed
59                    VideoGamesMainClass VideoGames = new VideoGamesMainClass(); // ⮧
                       Video Games Main called VideoGames
60                    VideoGames.VideoGameMain();//.VideoGamesMain called
61                    break;
62
63          }
64        }
65     }
66
67 }
68
```