

```

using System;
public class HelloWorld
{
    public static void Main(string[] args)
    {
        while (true)
        {
            Console.WriteLine();
            int points = 0;

            Console.WriteLine("Q and A Game");

            Console.Write("TYPE PLAY TO START (or EXIT to quit): ");
            string play = Console.ReadLine();

            if (play.ToUpper() == "EXIT")
            {
                Console.WriteLine("Exiting the game. Goodbye!");
                break; // Exits the outer while loop
            }

            if (play.ToUpper() == "PLAY")
            {
                bool correct = false;

                while (!correct)
                {
                    Console.WriteLine();
                    Console.WriteLine("Question 1");
                    Console.WriteLine("What C# decision control structure converts all characters in a string to uppercase? ");
                    Console.WriteLine("A. String.ToUpper(), B. String.ToLower()");

                    Console.Write("Enter Your Answer (or type EXIT to quit): ");
                    string q1 = Console.ReadLine().ToUpper();

                    if (q1 == "EXIT")
                    {
                        Console.WriteLine("Exiting the game. Goodbye!");
                        break; // Exits the inner while loop
                    }

                    if (q1 == "A")
                    {
                        Console.WriteLine("+ 10 points added!");
                        points += 10;
                        correct = true;

                        Console.WriteLine();
                        Console.WriteLine("Question 2");
                    }
                }
            }
        }
    }
}

```

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Console.WriteLine("Give us the 2 types of Type Casting ");
Console.WriteLine("A. Implicit and Explicit, B. Static and Dynamic");

Console.Write("Enter Your Answer (or type EXIT to quit): ");
string q2 = Console.ReadLine().ToUpper();

if (q2 == "EXIT")
{
    Console.WriteLine("Exiting the game. Goodbye!");
    break; // Exits the inner while loop
}

if (q2 == "A")
{
    Console.WriteLine("+ 10 points added!");
    points += 10;
    Console.WriteLine();

    Console.WriteLine("Question 3");
    Console.WriteLine("What kind of Loop continues until the condition becomes false?");
    Console.WriteLine("A. While Loop, B. For Loop");

    Console.Write("Enter Your Answer (or type EXIT to quit): ");
    string q3 = Console.ReadLine().ToUpper();

    if (q3 == "EXIT")
    {
        Console.WriteLine("Exiting the game. Goodbye!");
        break; // Exits the inner while loop
    }

    if (q3 == "A")
    {
        Console.WriteLine("Congratulations!");
        Console.WriteLine("Your total points is: " + points);
        break;
    }
    else
    {
        Console.WriteLine("Incorrect!");
        Console.WriteLine("Your total points: " + points);
    }
}
else
{
    Console.WriteLine("Incorrect!");
    Console.WriteLine("Your total points: " + points);
}
else
{
    Console.WriteLine("Incorrect! Try again.");
```

```
}  
}  
}  
}  
}
```