using System;

using System.Collections.Generic;

namespace ConsoleApp1

{

class Program

{

static void Main(string[] args)

{

List<Person> people = new List<Person>();

//Tasks 1 and 1.1 Answers:

//Create two new people (of the Person class) with names, ages and Dates of Birth (Dob)

Person Player1 = new Person("Rob", 19, "14/03/2000");

Person Player2 = new Person("Don", 22, "27/06/1997");

Console.WriteLine(Player1.Name + " is " + Player1.Age + " years old and was born on " + Player1.Dob + ".");

Console.WriteLine(Player2.Name + " is " + Player2.Age + " years old and was born on " + Player2.Dob + ".\n");

//Task 2 Answer:

//Ask for a name, assign that name to a new person and add that person to a list of people known as "p". Do this until integer "i" equals 5 (ergo "Do this process five times")

for (int i = 1; i <= 5; i++)

{

Person p = new Person("");

Console.WriteLine("Enter a name for person number " + i + ": ");

p.Name = Console.ReadLine();

people.Add(p);

}

//Linebreak for legibility:

Console.WriteLine("");

//For each person in the "p" list, list their name on a single line

foreach (Person item in people)

{

Console.WriteLine(item.Name);

}

}

}

public class Todo

{

public string Title;

public bool State;

public Todo(string title)

{

Title = title;

}

}

public class Person

{

public string Name;

public int Age;

public string Dob;

public Person(string name)

{

Name = name;

}

public Person(string name, int age)

{

Name = name;

Age = age;

}

public Person(string name, int age, string dob)

{

Name = name;

Age = age;

Dob = dob;

}

}

}