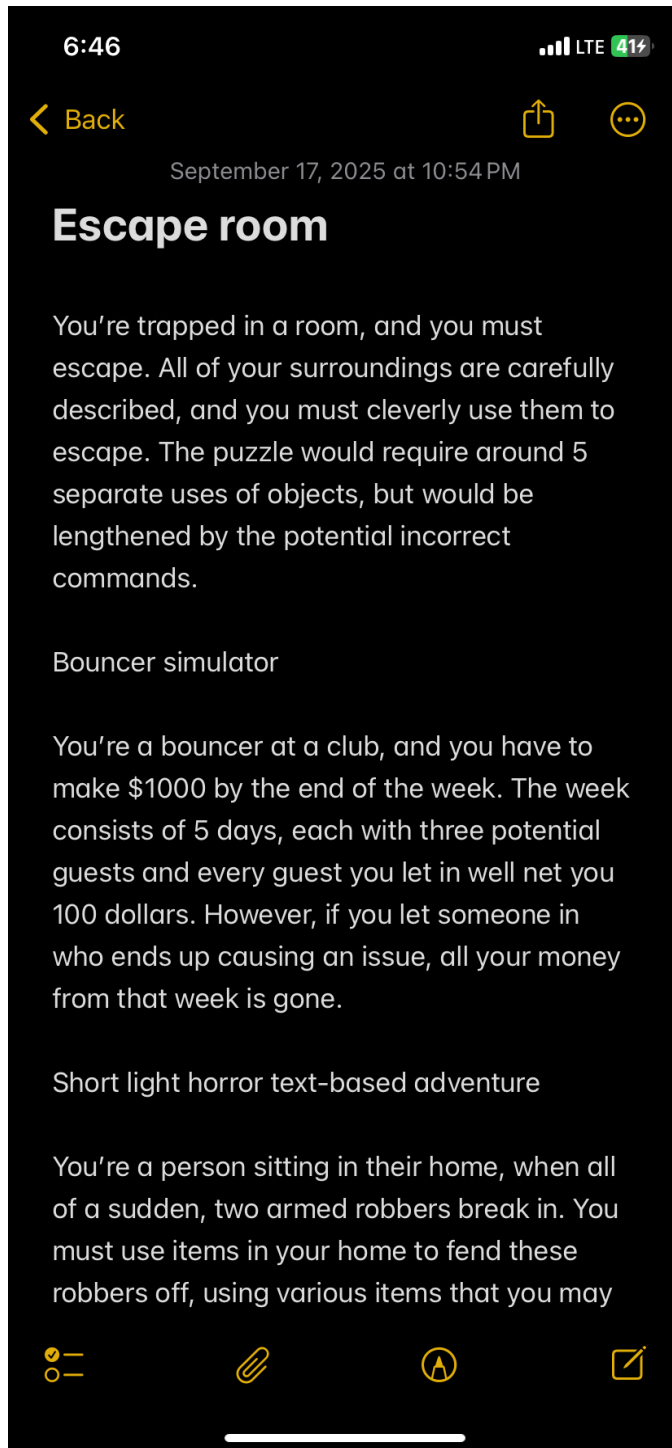
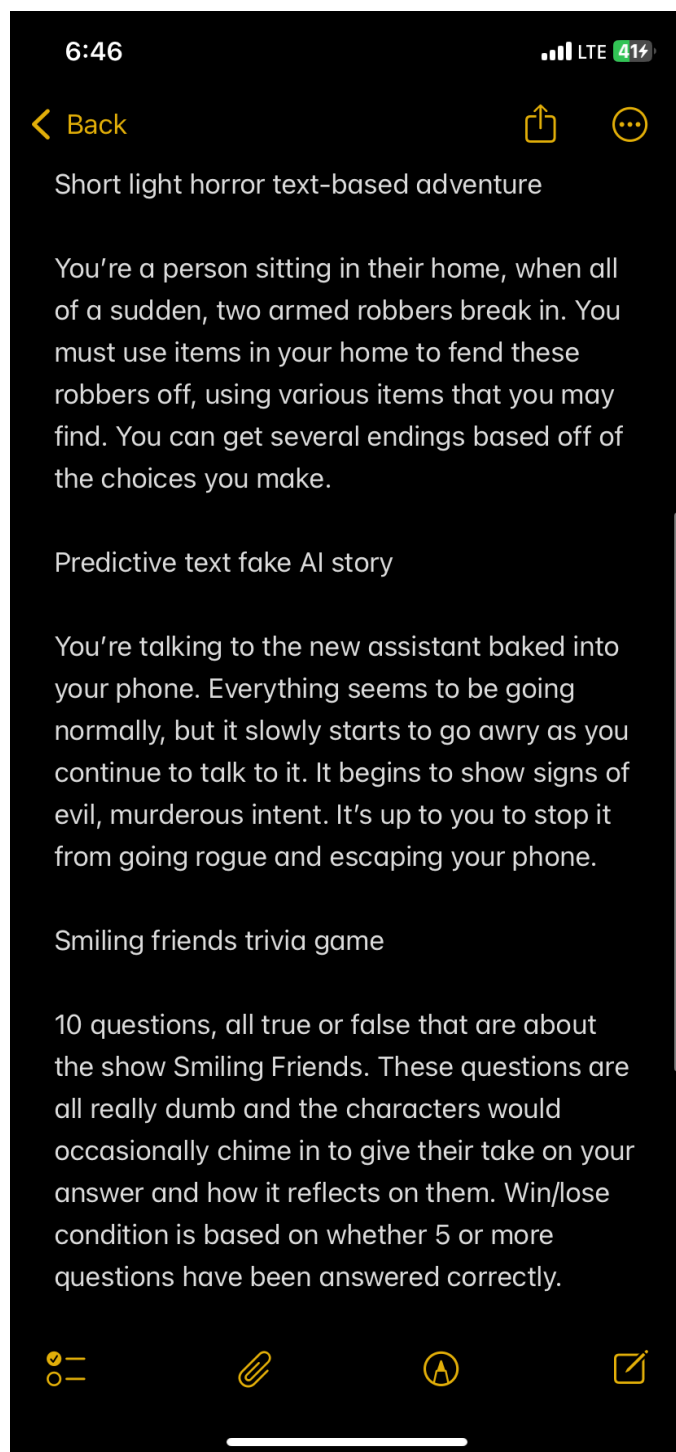
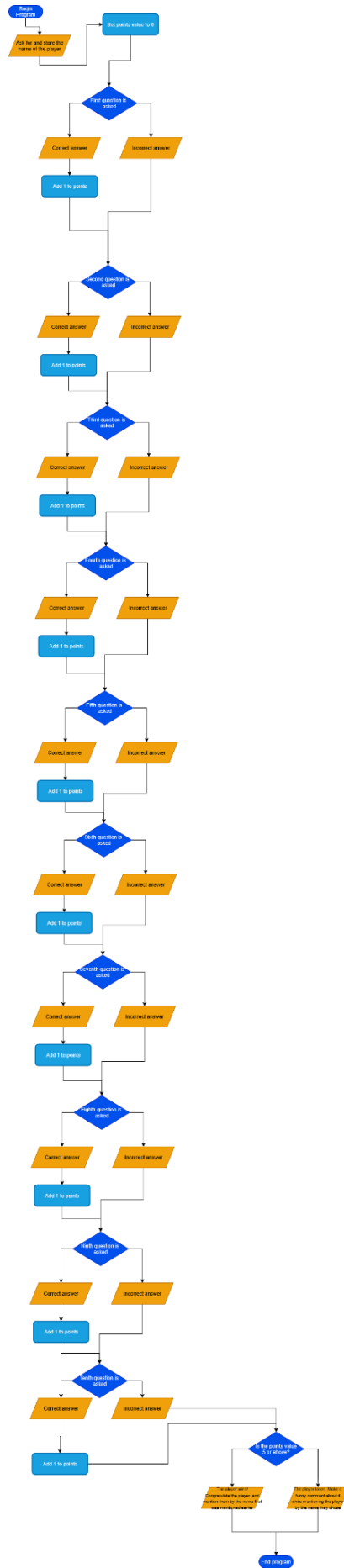


9/21/25 I came up with 5 ideas on my phone in class, however I wasn't able to get started on actually programming one of them until way later because my laptop charger went missing and I couldn't use my laptop for a bit.





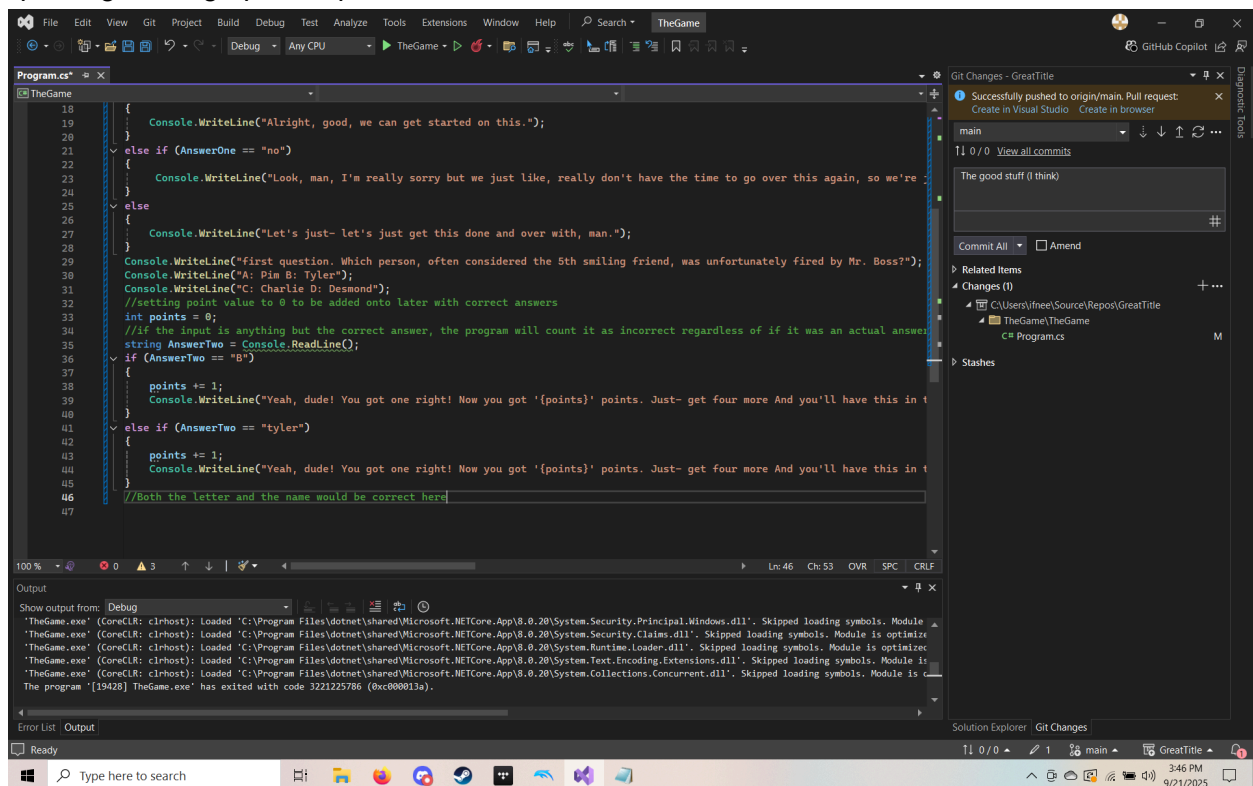
When I finally got started, I went with choice 5: smiling friends trivia because it seemed like the easiest, and most fun thing to code out of the options. After I chose the thing I wanted to make, I made a flowchart of it: (It's really big and isn't very visible on the page itself, so I'll probably upload the image directly to the repository later).



Everything was going pretty smoothly. I came up with a system that used `Console.ReadLine` to determine if an answer was right or not. That is, until it came time to try and show the point values in the program. That is, until I realized I just had to use string interpolation.

Also, after a little bit I was really regretting using the same string naming convention for the first "jokey" sort of question for the rest of the questions, since the numbering was off because of it. But by that point, it was too late to go back and change because it would be a nightmare to do because of how visual studio handles changing code characters.

However, after that it was mostly smooth sailing after I got the right formula down for calculations of right answers and points. I did this through if statements that read either what letter you type, or the actual answer you type. Through if and else if statements, I was able to separate the two. After that, if the console read either the letter of the right answer, or the answer itself, it would add 1 to the points integer value. The hardest part of this process ended up being coming up with questions.



The screenshot shows the Visual Studio IDE with a C# project named 'TheGame'. The code in `Program.cs` is as follows:

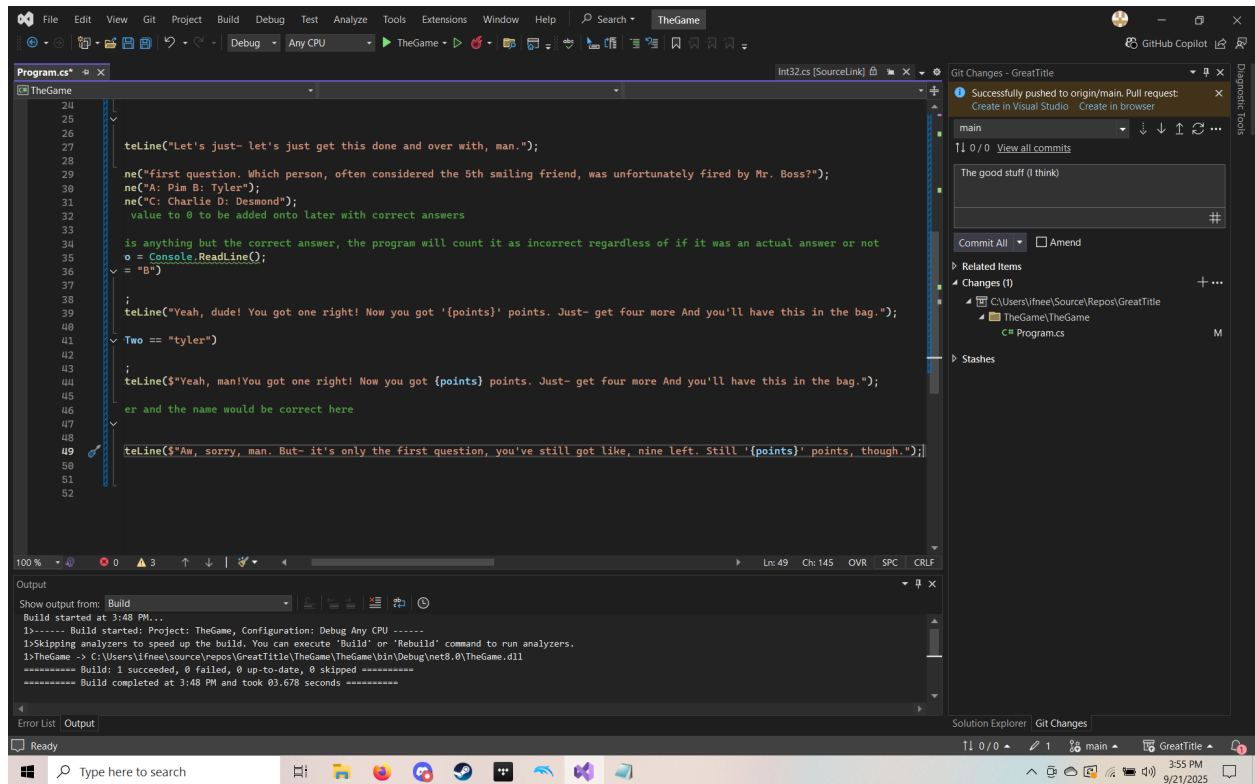
```
18 {
19     Console.WriteLine("Alright, good, we can get started on this.");
20 }
21 else if (AnswerOne == "no")
22 {
23     Console.WriteLine("Look, man, I'm really sorry but we just like, really don't have the time to go over this again, so we're");
24 }
25 else
26 {
27     Console.WriteLine("Let's just- let's just get this done and over with, man.");
28 }
29 Console.WriteLine("First question. Which person, often considered the 5th smiling friend, was unfortunately fired by Mr. Boss?");
30 Console.WriteLine("A: Pin B: Tyler");
31 Console.WriteLine("C: Charlie D: Desmond");
32 //setting point value to 0 to be added onto later with correct answers
33 int points = 0;
34 //if the input is anything but the correct answer, the program will count it as incorrect regardless of if it was an actual answer
35 string AnswerTwo = Console.ReadLine();
36 if (AnswerTwo == "B")
37 {
38     points += 1;
39     Console.WriteLine("Yeah, dude! You got one right! Now you got '{points}' points. Just- get four more And you'll have this in t");
40 }
41 else if (AnswerTwo == "tyler")
42 {
43     points += 1;
44     Console.WriteLine("Yeah, dude! You got one right! Now you got '{points}' points. Just- get four more And you'll have this in t");
45 }
46 //Both the letter and the name would be correct here
47 }
```

The Output window shows the following debug output:

```
Show output from: Debug
'TheGame.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\8.0.20\System.Security.Principal.Windows.dll'. Skipped loading symbols. Module
'TheGame.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\8.0.20\System.Security.Claims.dll'. Skipped loading symbols. Module is optimize
'TheGame.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\8.0.20\System.Runtime.Loader.dll'. Skipped loading symbols. Module is optimize
'TheGame.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\8.0.20\System.Text.Encoding.Extensions.dll'. Skipped loading symbols. Module is
'TheGame.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\8.0.20\System.Collections.Concurrent.dll'. Skipped loading symbols. Module is
The program '[39428] TheGame.exe' has exited with code 3221225786 (0xc000013a).
```

The Solution Explorer on the right shows the project structure:

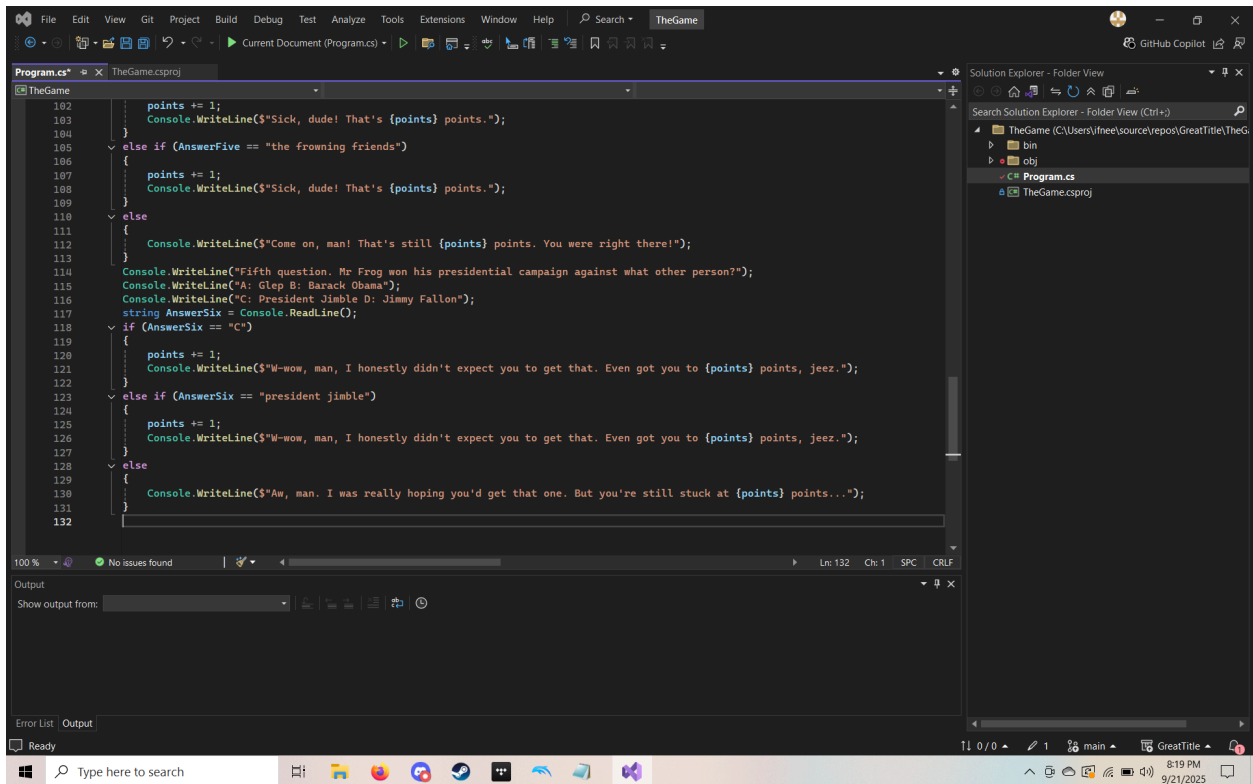
- main
- Changes (1)
 - C:\Users\ifreel\Source\Repos\GreatTitle
 - TheGame\TheGame
 - Program.cs
- Stashes



The hardest part of this process ended up being coming up with questions. Oh, and also coming up with unique messages whenever you get a question right or wrong.

After my first session of coding, I stopped and took a break after I finished all the code for the intro, and the first five questions. The question part got very tedious after a while.

Coming back from the break, after a couple of hours it's equally as tedious. I watched a bit of the show and got Charlie's character a little better, so there might be a random shift in his tone after the 5th question or so, which is honestly pretty standard in universe stuff.

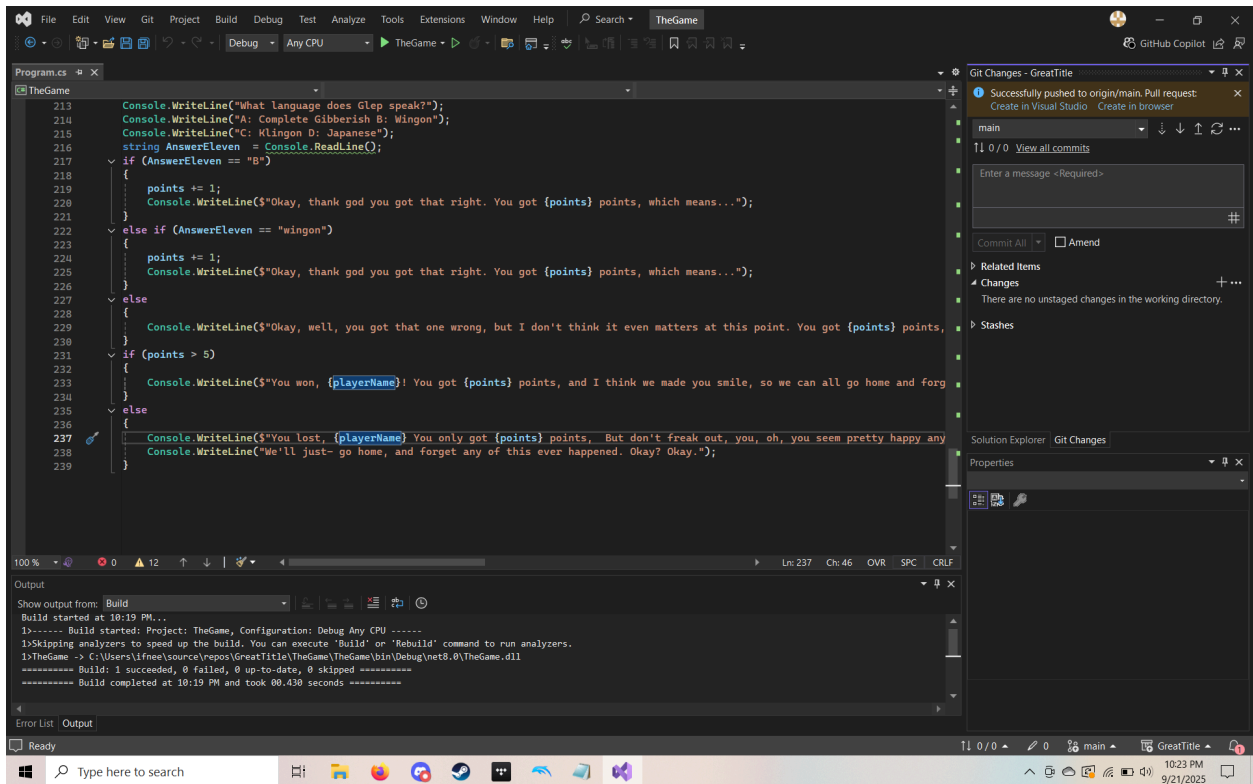


```
102     points += 1;
103     Console.WriteLine($"Sick, dude! That's {points} points.");
104
105     else if (AnswerFive == "the frowning friends")
106     {
107         points += 1;
108         Console.WriteLine($"Sick, dude! That's {points} points.");
109     }
110     else
111     {
112         Console.WriteLine($"Come on, man! That's still {points} points. You were right there!");
113     }
114     Console.WriteLine("Fifth question. Mr Frog won his presidential campaign against what other person?");
115     Console.WriteLine("A: Glep B: Barack Obama");
116     Console.WriteLine("C: President Jimble D: Jimmy Fallon");
117     string AnswerSix = Console.ReadLine();
118     if (AnswerSix == "C")
119     {
120         points += 1;
121         Console.WriteLine($"W-wow, man, I honestly didn't expect you to get that. Even got you to {points} points, jeez.");
122     }
123     else if (AnswerSix == "president jimble")
124     {
125         points += 1;
126         Console.WriteLine($"W-wow, man, I honestly didn't expect you to get that. Even got you to {points} points, jeez.");
127     }
128     else
129     {
130         Console.WriteLine($"Aw, man. I was really hoping you'd get that one. But you're still stuck at {points} points...");
131     }
132
```

Also, if it wasn't for string interpolation I might've actually banged my head against the keyboard multiple times. It's been a massive help.

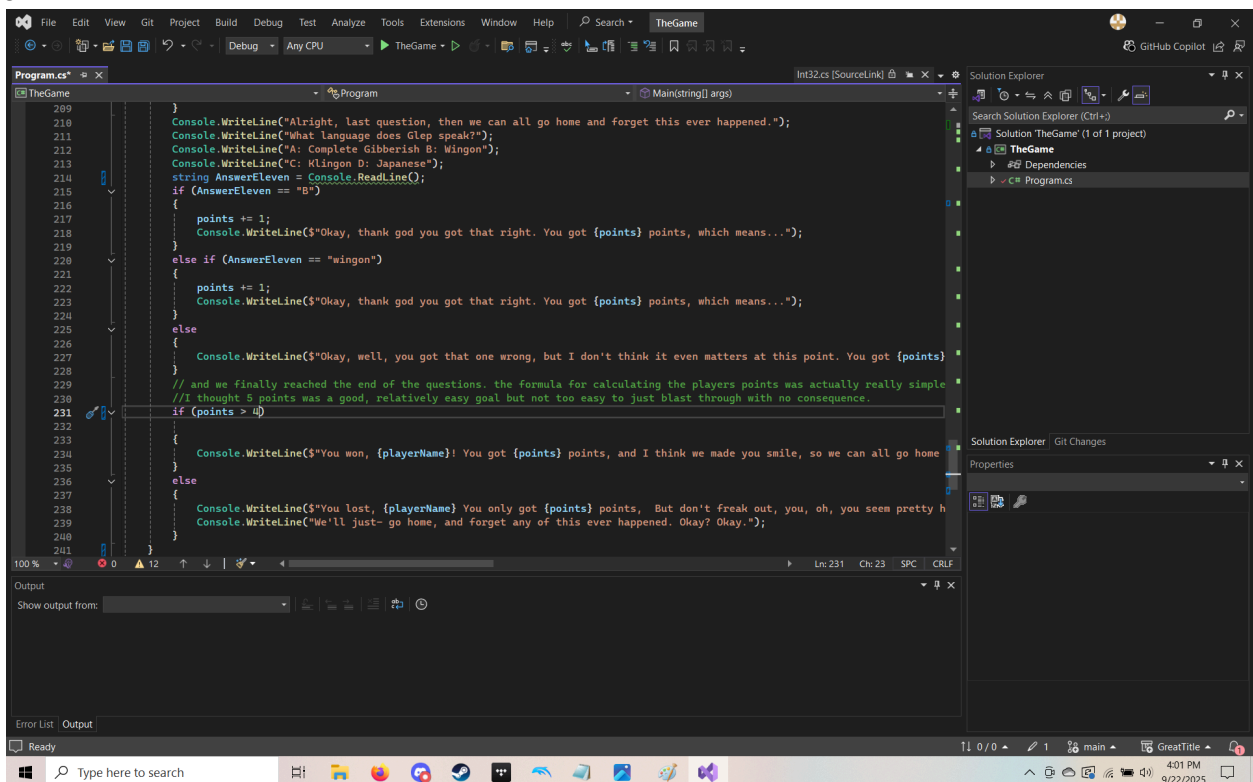
For the calculation of the points, thankfully this part ended up being really easy. All I had to do was set an if statement that checked if your points value was above 5.

It took a few hours, but I finally finished the code at around 10:30 PM. It wasn't even really that hard, just tedious for the most part having to repeat all that code over and over.



9/22/2025

I had to make one small adjustment to the code, since I accidentally set a number wrong and it gave me a result I didn't want.



I also finally got around to uploading the flowchart to the github repository just a little bit ago. I was really tired last night and forgot to do it. And after all of that, I think I'm just about done with all of this.

9/23/2025

Yeah, not quite.

Well, this is more of a quick clarification than anything. But I was reading the rubric for the assignment and realized I made one big mistake, naming all of my files wrong. And I don't think the file names are something I can just easily go back and change, so I decided to copy all of the code, the README and the process work and put it in a new repository, with new file names. So that's why everything is in a completely new github repository.