using System.Drawing;

namespace NewConsoleMinigame

{

internal class Program

{

protected static int origRow;

protected static int origCol;

protected static void WriteAt(string s, int x, int y)

{

try

{

Console.SetCursorPosition(origCol + x, origRow + y);

Console.Write(s);

}

catch (ArgumentOutOfRangeException e)

{

Console.Clear();

Console.WriteLine(e.Message);

}

}

static void Main(string[] args)

{

GameBuilder();

}

static void GameBuilder()

{

int size = 10;

{

for (int i = 0; i < size; i++)

{

if (i == 0 || i == size - 1)

{

for (int j = 0; j < size; j++)

{

WriteAt("██", j, i);

}

}

for (int j = 0; j < size; j++)

{

if (j == 0 || j == size - 1)

{

WriteAt("██", j, i);

}

}

}

}

}

}

}