Hints for Project Nine

1. Use an integer variable to keep track of how much data is in your arrays.

2. When the user hits the Enter key to signal the end of their input, the resulting string will be empty. You can test this by writing

   ```
   if ( userString == "")
   ```

3. The user will type a name and a score on one line and hit the Enter key. To parse the input string you will need code something like the following:

   ```
   string userInput; // the line of data input by
   the user is stored here
   string[] parsedInput; // userInput is split
   into two pieces, which are stored in this array of
   strings
   parsedInput = userInput.Split(); // this line
   splits the string userInput into the two pieces
   string name = parsedInput[0]; // store the
   first piece, the name, in a string variable
   int score = int.Parse(parsedInput[1]); // store
   the second piece, a score, in an integer variable
   ```

4. If you write a GUI application, you might want to trigger an event when the user presses the Enter key. The following code will check to see if a key-press while in a TextBox is the Enter key. It then gets the data from the TextBox.

   ```
   private void inputTxtBox_KeyDown(object sender,
   KeyEventArgs e)
   {
      // see if the enter key was pressed
      if (e.KeyData == Keys.Enter)
      {
         // if it was, get the data from the text box
         string inputString = inputTxtBox.Text;
          ...
   ```