Capstone Project: Open Mic Sign Up Console App

* This console app would serve as a way to get onto a list for open mic night
* If there were 12 artists signed up, there would be three songs each
* If there are 15 artists signed up, there would be two songs each
* Types of performance: music, comedy, poetry, magic
* Get current time and how much time is left until your act

2022 Requirements:

* Project is uploaded to your GitHub repository and shows at **minimum 5** separate commits.
  + **Using GitHub’s file uploader on their website does not count as a check-in.** You must upload via Git commands
  + Essentially, we need to see that you are using Git regularly as intended and not just waiting until your project is done to upload your final content
  + Note that committing and pushing 5 changes at one time is a single commit, not 5 separate commits.

* Project includes a README file that explains the following:
  + A one paragraph or longer description of what your project is about
  + Which 3+ features you have included from the below list to meet the requirements
  + Any special instructions required for the reviewer to run your project.

* You must create at least one class, then create at least one object of that class and populate it with data. You must use or display the data in your application.

* Create and call at least 3 functions or methods, at least one of which must return a value that is used in your application.

* Choose **at least** 3 items on the **Features** **List** below and implement them in your project
  + *We recommend you pick a 4th item (or more!) to add, just in case something goes wrong with one of your other items - 3 is only the minimum requirement*

**Failure to meet all requirements will result in you not completing the class.**

**FEATURE LIST:**

* Implement a “master loop” console application where the user can repeatedly enter commands/perform actions, including choosing to exit the program
* Create an additional class which inherits one or more properties from its parent
* Create a dictionary or list, populate it with several values, retrieve at least one value, and use it in your program
* Implement a log that records errors, invalid inputs, or other important events and writes them to a text file
* Read data from an external file, such as text, JSON, CSV, etc and use that data in your application
* Implement a regular expression (regex) to ensure a field either a phone number or an email address is always stored and displayed in the same format
* Connect to an external/3rd party API and read data into your app
* Use a LINQ query to retrieve information from a data structure (such as a list or array) or file
* Create 3 or more unit tests for your application
* Build a conversion tool that converts user input to another type and displays it (ex: converts cups to grams)
* Calculate and display data based on an external factor (ex: get the current date, and display how many days remaining until some event)
* Analyze text and display information about it (ex: how many words in a paragraph)
* Visualize data in a graph, chart, or other visual representation of data
* *Other features can be added to this list with mentor or staff permission, but we want to see you stretch your skills, so you’ll want to pick something challenging.*