1. Use a for loop to write a program that produces the following output:

Loop 1

Loop 2

Loop 3

Loop 4

1. Use your choice of loop to write a program that produces the following output:

Is your name “Yin”?

no

Is your name “Yin”?

no

Is your name “Yin”?

yes

Great!

1. Modify the following program to loop 1,000 times:

var i = 0;

while (i > 5)

{

Console.WriteLine(“Loop #” + i);

i++;

}

1. Review the following code:

var i = 23;

do

{

Console.WriteLine(“We entered the loop!”);

i++;

} while (i < 5);

What will this program’s output be?

1. We entered the loop! 5 times
2. We entered the loop! 1 time
3. We entered the loop! 23 times
4. The program will have no output
5. Review the following code:

var inventory = new string[20];

inventory[0] = “Sword”;

inventory[1] = “Thief’s Bandana”;

inventory[2] = “Rusty Dagger”;

inventory[3] = “Tattered Leather Gloves”;

inventory[4] = “Wheel of Cheese”;

inventory[2] = inventory[4];

inventory[3] = inventory[5];

inventory[5] = inventory[2];

Console.WriteLine(inventory[5]);

What will this program’s output be?

1. Rusty Dagger
2. Tattered Leather Gloves
3. Wheel of Cheese
4. The program will have no output
5. Write a program using an array that produces the following output:

Please name your player:

Steve

Please choose a class:

1. Fighter
2. Wizard
3. Rogue
4. Cleric

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Welcome Steve the Rogue!

1. Please modify the following program to print You died! when yourHp is 0 or below.

var yourHp = 100;

var poodleHp = 1000;

var rand = new Random();

Console.WriteLine("A fearsome poodle approaches!");

Console.WriteLine();

Console.WriteLine("Get ready!");

while (poodleHp > 0)

{

Thread.Sleep(1000); // pause for one second

var damage = rand.Next(1, 5);

Console.WriteLine("The poodle attacks and does " + damage + " damage!");

yourHp = yourHp – damage;

Console.WriteLine("You have " + yourHp + "hit-points remaining.");

Console.WriteLine();

Console.WriteLine("Press any key to retalliate...");

Console.ReadLine();

damage = rand.Next(2, 20);

Console.WriteLine("You strike back and do " + damage + " damage!");

poodleHp = poodleHp – damage;

Console.WriteLine("The poodle has " + poodleHp + " hit-points remaining.");

}

Console.WriteLine();

Console.WriteLine("Congratulations! You have defeated the fearsome poodle!");

Console.WriteLine("The townsfolk rejoice!");

Console.ReadLine();