using System;

using System.Collections.Generic;

using System.Text;

namespace Wheel\_of\_Fortune\_v2

{

class Phrase

{

public string Puzzle { get; }

private static string[] puzzleList = {

"Microsoft",

"Rise and Shine",

"Home of the Brave",

"Wrigley Field",

"Stephan Curry"

};

public Phrase()

{

var random = new Random();

Puzzle = puzzleList[random.Next(1, 6)];

}

}

}