Rad Libs

# Introduction

Mad Libs is a game that has been around since the 50s.

It consists of a passage of text in which certain words are left intentionally blank.

These blanks are then filled by randomly chosen words that correspond to the part of speech (verb, adjective, noun) being replaced.

The results are often hilariously disjointed spins on the original context of the passage.

These blank spaces are a perfect metaphor for one of the most common ways we use variables in programming.

We keep a space open within our program for a value we cannot predict at compile time.

In order to make sure the information we store in our variable is consistent, we assign a type to the variable.

This is much like the part of speech rule you find in Mad Libs.

For this lab, we will be using the Mad Libs format to practice creating variables, assigning values to them, and then referencing them at runtime.

We will also learn a couple different methods for including variables within Strings

# Requirements

Using Console.WriteLine() and Console.ReadLine(), use user input to create two mad libs style puzzles. The first one should use string concatenation and the second one should use string interpolation.

# Deliverables

Zip up your entire project directory and turn it in on D2L as [your name]\_Lab3.1.zip