using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace for\_loop\_exercise\_extension

{

class Program

{

static void Main(string[] args)

{

string[] sevenDwarves = { "Happy", "Doc", "Sleepy", "Sneezy", "Dopey", "Bashful", "Grumpy" };

int dwarf = sevenDwarves.Length;

string[] drink = new string[dwarf];

string[] dinner = new string[dwarf];

for (int i = 0; i < dwarf; i++)

{

Console.WriteLine(sevenDwarves[i]+ ", what do you want to drink?");

drink[i] = Console.ReadLine();

Console.WriteLine("");

Console.WriteLine(sevenDwarves[i] + ", what do you want for dinner?");

dinner[i] = Console.ReadLine();

Console.WriteLine("");

Console.WriteLine(sevenDwarves[i] + ", your " + drink[i] + " is ready!");

Console.WriteLine("");

Console.WriteLine(sevenDwarves[i] + ", your " + dinner[i] + " is ready!");

}

Console.Read();

}

}

}