Using System;

Using System.Collections.Generic;

Using System.Linq;

Using System.Text;

Using System.Threading.Tasks;

Namespace C# 1

{

/// Program Header

/// Program Name: Basic User Interface

/// CIS247, Week 1 Lab

/// Program Description: This program accepts user input as a string, then makes the appropriate data conversion

Class Program

{

Static void Main(string[] args)

{

//declare variables

String input=null, name=null;

intage=0;

double galMileage=0;

ApplicationUtilitiesApplicationUtilities=newApplicationUtilities();

InputUtilitiesInputUtilities=newInputUtilities();

ApplicationUtilities.DisplayApplicationInformation();

ApplicationUtilities.DisplayDivider("Start Program");

ApplicationUtilities.DisplayDivider("Get Name");

name=InputUtilities.GetInput("Name:");

Console.WriteLine("Your name is: {0}",name);

ApplicationUtilities.DisplayDivider("Get Age");

input=InputUtilities.GetInput("Your Age:");

age=Convert.ToInt32(input);

Console.WriteLine("Your age is: {0}", age);

ApplicationUtilities.DisplayDivider("Get Mileage");

input=InputUtilities.GetInput("Gas Mileage:");

galMileage=Convert.ToDouble(input);

Console.WriteLine("Your car MPG is: {0}", galMileage);

ApplicationUtilities.TerminateApplication();

}

}

}

Using System;

Using System.Collections.Generic;

Using System.Linq;

Using System.Text;

Using System.Threading.Tasks;

Namespace C# 1B

{

Class ApplicationUtilities

{

Public void DisplayApplicationInformation()

{

Console.WriteLine("Welcome the Basic User Interface Program \nCIS247, Week 1 Lab \nName: Kevin Nguyen \nThis program accepts user input as a string, then makes the appropriate data conversion");

}

Public void DisplayDivider(stringoutputTitle)

{

String output=string.Format("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*{0}\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n", outputTitle);

Console.WriteLine(output);

}

Public void TerminateApplication()

{

Console.WriteLine("Thank you for using the Basic User Interface Program");

Console.Read();

return;

}

}

}

Using System;

Using System.Collections.Generic;

Using System.Linq;

Using System.Text;

Using System.Threading.Tasks;

Namespace CIS247\_WK1\_Lab\_Kevin Nguyen

{

Class InputUtilities

{

Public string GetInput(stringinputType)

{

String strInput=null;

Console.WriteLine("Enter the "+inputType);

strInput=Console.ReadLine();

return strInput;

}

}

}

