

VGP 232 Game Tools and Pipeline

Assignment 1

Console Application

Objective:

Write a **C# Console Application** that parses a csv file.

Getting Started:

- Create a Console App (.NET Core) and name is Assignment1 in your VGP232.sln
- Copy and replace the Program.cs in your Assignment1 project folder
- Copy the Weapon.cs and data.csv
- Set the data.csv to always copy in the Properties panel.

The application will read all the command line arguments to generate the results.

The following are valid command-line arguments in the application:

- 1. -h or --help for help to output the instructions on how to use it
- 2. -i <path> or --input <path> loads the **input file path** specified (required)
- 3. -o <path> or --output <path> saves result in the **output file path** specified (optional)
- 4. -c or --count displays the number of entries, does not save to file(optional)
- 5. -a or --append for appending to an existing output file (optional)
- 6. -s or --sort <column name> outputs the results sorted by specified column name

Run:

```
Assignment1.exe -i data.csv -o output.csv -c -s BaseAttack
```

Console output:

```
Sorting by BaseAttack. There are 96 entries.
```

Output:

output.csv

In the output.csv will have all the entries sorted by the **BaseAttack**.

Revised: 10-06-2020



VGP 232 Game Tools and Pipeline

Error Handling:

- invalid path (path does not exist)
- invalid argument

C# Helpful links

https://support.microsoft.com/en-us/help/816149/how-to-read-from-and-write-to-a-text-file-by-using-visual-c

https://www.dotnetperls.com/sort-list

Due date

Next class, week 2 (at the start of class 6:30pm)

Submission

Implement the answers in a new project with the name "Assignment1". This project should be submitted through committing and pushing through GIT to your VGP232 repository which you shared with the instructor.

Grading

Marks: Out of 100 (10% of final grade)

- (60) Functional: Does it compile? Does it meet the requirements and work? Does it give the correct results?
- (25) Error Handling: Does your application handle bad input? If so, does it handle failures and exceptions gracefully or does it crash?
- (15) Naming convention & Comments: Does it follow the coding standards? Are your variables and method names descriptive? Did you leave descriptive comments on methods that does not have obvious functionality?

Revised: 10-06-2020



VGP 232 Game Tools and Pipeline

Coding Standard

C#

 $\frac{https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/inside-a-program/coding-conventions}{nventions}$

Late Assignments

After the due date, the student will no longer be able to submit their assignment and will receive a 0 as I will go over the solution in the next class.

Revised: 10-06-2020