Lab Simulation

* Download LabSimulation.zip. Unzip the solution and open it in Visual Studio.  
  This is a program similar to the demo I programmed in class.   
  In this lab you need to modify this existing program.   
  The simulation should no longer simulate a formation of planes but the [dive of a man in a wingsuit](https://www.youtube.com/watch?v=TWfph3iNC-k).   
  You need to make two changes as described below. Which code areas are affected by the changes?

|  |  |
| --- | --- |
| * **Change 1:** Change the grid initialization so that the printed grid will look like this:   (a downward facing man in a wingsuit) * **Change 2:** Make the necessary changes so that the man moves from top to bottom, slightly moving to the right as he ‘flies’.  When he crosses the bottom line he should re-emerge on the top. | ..............  ..........ooo.  ...........o..  ...ooo........  ....o.........  ..............  ..............  .............. |

* At this point you are **ready to check off.**   
    
  If there is time left color the wingsuit man black and have him fly on a solid blue background  
  Tip: Use the properties Console.ForegroundColor and Console.BackgroundColor   
   as well as the predefined colors ConsoleColor.Black and ConsoleColor.Blue

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