Model – Pictures.cs

Purpose - Creates several methods that create strings to compose a picture.

using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

namespace ProjectAladdinASCIIWebArt.Models

{

public class Pictures

{

public string Genie()

{

string genie = "";

genie += " . \n";

genie += " .:::.....:::::::.. :. \n";

genie += " .::::::::::::::::::::::.::. \n";

genie += " : `::::::::::::::::::::. \n";

genie += " `::::::::::::::::::. \n";

genie += " `:::::::::::: \n";

genie += " `:::::::::: \n";

genie += " `::::::: \n";

genie += " %%, .::::. `:::' .::::. ,%%%% \n";

genie += " `%%%, :::::::. oOOOo .:::::::. ,%%;%%% \n";

genie += " `%%%,::%%%%::%%%%%%%%%%%%%::%%%%%::% %%%;%%% \n";

genie += " `%%,%%%%%%%:%%%%%%%%%%%%%%%%%%%%:'%%,%%%;%%% \n";

genie += " %%,%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%,%%;%%%; \n";

genie += " %%,%;a@@@a;%%%%%%%%%;a@@@@@@a;%%%%%%%%%;%%% \n";

genie += " .oOOOo%,%;@@@@@@@a;%%%%%%;@@@@@@@@@a;%%%%%%,%%;%% \n";

genie += " OOO' .,%;a@@@@@@@@a;%%%%;@@@@@@@@@@@;%%%%%%%%,%;%, \n";

genie += " `OO.%%%%;@@@@@@@@@@;%%%;@@@@@@@@@@@@;%;%%%%%%%,%%% \n";

genie += " ;%%%%;%;@@@@@@@@@;%%%;@@@@@@@@@@@;;%%%%%%%%%,%%% \n";

genie += " `%%%%%%;;@@@@@@@@;%%%;@@@@@@@@@;%%%%%%%%%%%,%%%' \n";

genie += " `%%%%%%%;;@@' .;%%%%%, `@@@@;%%%%%%%;%%%%,%%%' \n";

genie += " `%;%;%%%%%%%%`%%%%%%%%%%%%%%%%;%;%;%%%%%,\"\" \n";

genie += " :%%%;,%;%%`%%%%%%%%%%%%%%%%%%%%;;%%%::%%; \n";

genie += " :%%%;,%;%%`%%%%%%%%%%%%%%%%%%%%;;%%%::%%; \n";

genie += " ::%%%%%%;OO;%`%%%%%%%%%%%'%%%%%%%;OO;;%%%%::% \n";

genie += " ::%%%%%%;OOOOOO`%%%%%%%%'%%%%;OOOOOOOO;%%%%%::% \n";

genie += " ::%%%%%%%;OOOOOOOOOO`%%%%'OOOOOOOOOOOOOOO;%%%%%::. \n";

genie += " ::%%%%%%%%; ;%%%%%%::. \n";

genie += " ::%%%%%%%%; ,;;;;;;;;;,;;;;;;;;;, ,;%%%%%%::. \n";

genie += " ::%%%%%%%; .;;;;;;;;;;,;;;;;;;;;;;oO;%%%%%%%:: \n";

genie += " ::%%%%%;OOo,. ;;;;;;;;;;;;;;;;;;ooOOOOOO;%%%%%%:: \n";

genie += " ::%%%%%;OOOOOOoOOOOOOOOoOOOOOOOOoOOOOOOOOOOOOOO;%%%%%%%:: \n";

genie += " ::%%%%%%;OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO;%%%%%%%%%:: \n";

genie += " ::%%%%%%%%%;OOOOOOOOOOOOOOOOOOOOOOOOOOOO;%%%%%%%%%%%%:: \n";

genie += " `::%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:::' \n";

genie += " `:::%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%::::' \n";

genie += " `:::::%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%:::::' \n";

genie += " `:::::%%%%%%%%%%%%%%%%%%%%%%%%%%%::::::' \n";

genie += " `:::::::::::::::::::::::::::::::' \n";

return genie;

}

public string Abu()

{

string abu = " ..ccCCCCCCCc.. \n";

abu += " , .ccCCCCCCCCCCCCCCCCC> \n";

abu += " .cCCCCCCCCCCCCCCC. ``CCCCc \n";

abu += " \_ .cCCCCCCCCCCCCCCCCCCCCCc `?CCCc \n";

abu += " +' ` - .ccCCCCCCCCCCCCCCCCCCCCCCCCCCCc `CCc \n";

abu += " ,' <!ii;... .....c ' ``CCCCL ``CCCCCC`CCCCCCCCCCCc `CCc \n";

abu += " ; `!!!!' .cCCCCCC'` .cCC'' `'CCC `CCCCCCCCCCC `C \n";

abu += " , :i!!!!!!! :CCCCCC' ,cCC'` .ccCCCCC C: 'CCC `CCCCCCCCC ' \n";

abu += " . !!!!!!' .CCCCCCC .cCCC' .cCCCCCCCCCC CCC CC `CCCC`CC \n";

abu += " : `!!! cCCCCCC' cCCC' cCCCCCCCCCCCCC CCCCc C> <> `CCCC C \n";

abu += " ~ -:ii!!! :CCCCCCC CCCC cCCCC'`'CCCCCCC' CCCCC :CC `CCC ` \n";

abu += " !!! :CCCCCCCC CCC' ,CC'' ..c..'`CCCC CCCC' CCC CCC \n";

abu += " ` .CCCCCCCC; CC; ,C' .d$$$$$$$N. `C .CCC :> :CCC `C' \n";

abu += " CCCCCCCCC':CC ,C .d$$$$$$$$$$$b ` CC' '' CCCC ' \n";

abu += " '''CCCCCCC 'C> C .$$$$$$$$$$$$$$L ,C' .e$$L CC' \n";

abu += " ;;CCCCC;;. CCC>'C ; $$$$F `\"$$$$$$$ C' d$$$$$L ` \n";

abu += " ;CCCC...``~CCc CC> C C 4$$$\" `$$$$$$ ' d$?$$$$$ \n";

abu += " CCCCCCCCCCCc `C CC C>' 4$$$ d$$$$$F / `$$$$ \n";

abu += " CCCCCCCCCCCCCc 'C C :'$$$b .e$$$$$F 4 $$$$ \n";

abu += " `CCCCCCCCCCCCCC 'Cc 'L'L'$$$$$$$$$$$$\" < $b.d$$$ \n";

abu += " `CCCCCCCCCCCCC ''Cc C: < \" ?$$$$$$F\" >~C:`?$$$$$$\" \n";

abu += " `?CCCCCCCCC ~;CCc Cc -:. \"\"\"\" : .:~C:.`\" ?$F \n";

abu += " `CCCCCC ;CCCC 'CC:'`CCC~ :CC ~ 'CC > \n";

abu += " `'` ~ CCCCCC. `CCC;;;<CCCCCCCc.' \n";

abu += " 'CCCC`Cc `CCCCCCCCCCC`'CCCCC \n";

abu += " CCC `CC: `CCCCCCCCCCc `'CCCc \n";

abu += " `' C `: `CCCCCCCCCCccc, ` \n";

abu += " ' ' `'CCCCCCCCCCCCCC'` \n";

abu += " ```~~~~``` \n";

return abu;

}

public string Rajah()

{

string rajah = " .,,,. \n";

rajah += " y$$??\"\"\"\"?q \n";

rajah += " .,\*\*\*. :ueee .$F',p\*\*#$e.`b. c. qd?????;, \n";

rajah += " $$e=- `-\"$$Fx$\":d$ ,-.`$$ $$g$$d$P'geeq,\_`?t \n";

rajah += " \" \* \*# \"\" 3$$ $$F: :4F `' `\"\"j$\",-.`Tc`T \n";

rajah += " ,cd$=eeedF\".uF e$$$$b`-~ , e$$$$$$bc; : :)$ 4 meeu,,,,,,. \n";

rajah += " z$$$$= .$F $$c \"$$$?\"`.,d$$$$$$$$$$$bc.-',d$,de..`\"\"\"\"\",, 3 \n";

rajah += " ,$$$$\".d$$b,. ..? F...\"\"\"??$$$$$$$$$$$$b \" ?$F Jc ^ \"$F\"\"\" \n";

rajah += " u$$$$' $$$$,\" ?$$$$$b `!!!!!i;.\"$$$F=\"`,,,,, 4bdP\" .N.\" ? bc. \n";

rajah += " :$$$$$ 4$$$$$b.`$$$$$$b.`'!!!!!!!,\", i!!!!!!!' ,$$$e. \"$$b. ?$b. \n";

rajah += " ?$$$$L `$$$$$$$, ?$$$$$$$e.. `'!!!!!!!!'''`,e$$$$$$$b.'$$$ \"$$k. \n";

rajah += " `$$$$$ $d$$$$$$b ?$$$$$$$$$$k `!!!!!' ,e$$$$$$$$$$$$$ $$$ $$$? \n";

rajah += " ?$$$$$ $$$$$$$$b \"$$$$$$$$$$b `'!! :d$$$$$$$$$$$$$F x$$\" d$$f \n";

rajah += " ?$$$$$u ?$$$$$$$bc.\" ?$$$$$$$$$beeed$$$$$$$$$$$$F\" $$F\" u$$\"?k \n";

rajah += " `$$$$$$$c.`?$$$?$$$$$c,.\" ????????? \"\"\"\"..`\"\"\"??\".z$$F $$F\" \n";

rajah += " `?$$$\"\"$$$bc.\"\" `?$$$$$$$bhbhbhbhd$$$$$$$$$C ^\"\" .ed e$Nc \n";

rajah += " `?$ `?$$$$$$ee.`?$$$$$$$$$$$$$$$$$$$$$$$$L ee d$$F $$$F \n";

rajah += " ` \"$$$$$$$k \"$$$$$$$$$$$$$$$$$$$?9$$F P d$$P $$F \n";

rajah += " .\"\"\"\"\"....`?$$$$$$$$$$$$F\"\" ?? \"./:d$$\" \" \n";

rajah += " \"$$$$\" d$$$b. \" ???????? \" . ..e$$eF\"\" . \n";

rajah += " `$$$ $$$$$$$$$$beeeeed$bc ^???\"\" .ed .$ \n";

rajah += " \"F $$$$$$$$$$$$$$$$$$$$$$eee$$$$\" u$$r \n";

rajah += " . $$$$$$$$$$$$$$$$$$$$$$$$$$$\" ud$$$N \n";

rajah += " 4bu $$$$$$$$$$$$$$$$$$$$$$$$$\", e$$$$$F \n";

rajah += " `$$$b $$$$$$$$$$$$$$$$$$$$$F\".zd$$$$$$\" \n";

rajah += " $$$$. ?$$$$$$$$$$$$$$$$$$F ..d$$$$$$$$\" \n";

rajah += " ?$$$b $$$$$$$$$$$$$$$F\".ed$$$$$$$$$F\" . \n";

rajah += " \"$$$L ?$$$$$$$$$$$$$$eed$$$$$$$$$$$F: d$c. \n";

rajah += " `?$$ $$$$$$$$$$$$$$$$$$$$$$$$$\".d$$F\"$$$ \n";

rajah += " . ?$b `$$$$$$$$$$$$$$$$$$$F\"\" ..ed$F\"\" .zd$$$ \n";

rajah += " $c. \"$ $$$$$$$$$$$$$$$$F\" ..uee$$$F\"\" ud$$$$$$ \n";

rajah += " d$$$$L `r ?$$$$$$$$$$$$\" uee$$$$$$$F\" ,d$$$$$$$$$ \n";

return rajah;

}

}

}

Controller – HomeController.cs

Purpose - Controls what gets passed between models and views

using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.Mvc;

using ProjectAladdinASCIIWebArt.Models;

namespace ProjectAladdinASCIIWebArt.Controllers

{

public class HomeController : Controller

{

// GET: Home

//starting point

public ActionResult Index()

{

return View();

}

//looks at user input and determines which picture will be printed

public ActionResult ChoosePic(string picChoice, int timesPrinted)

{

Pictures lotsOfPictures = new Pictures();

ViewBag.timesPrinted = timesPrinted;

if (picChoice == "Genie")

{

ViewBag.Pictures = lotsOfPictures.Genie();

}

else if (picChoice == "Abu")

{

ViewBag.Pictures = lotsOfPictures.Abu();

}

else

{

ViewBag.Pictures = lotsOfPictures.Rajah();

}

return View();

}

}

}

View – Index.cshtml

Purpose - Creates a form that allows user to choose which picture they wish to print and how many times said picture will print

@{

ViewBag.Title = "Index";

}

<style>

body{

background-color: aliceblue;

}

h2{

text-align: center;

}

form{

font-size: 16px;

}

</style>

<h2>Aladdin Characters</h2>

<form action="ChoosePic" method="post">

Pick a picture:<br />

<input type="radio" name="picChoice" value="Genie"/> Genie <br />

<input type="radio" name="picChoice" value="Abu"/> Abu <br />

<input type="radio" name="picChoice" value="Rajah"/> Rajah <br />

How many times would you like that to print? <input type="number" min="1" name="timesPrinted" /><br />

<input type="submit" name="submit" />

</form>

View – ChoosePic.cshtml

Prints out the user requested picture the number of times the user requested and allows user to print another picture.

@{

ViewBag.Title = "ChoosePic";

}

<style>

body {

background-color: aliceblue;

}

h2 {

text-align: center;

}

form {

font-size: 16px;

}

</style>

<h2>Aladdin Characters</h2>

@for (int i = 0; i < ViewBag.timesPrinted; i++)

{

<pre>@ViewBag.Pictures</pre><br /><br />

}

<form action="Index" method="post">

<input type="submit" value="Try again" />

</form>