**Duck Duck Goose**

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C#

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The objective of '[Duck, duck, goose](https://en.wikipedia.org/wiki/Duck,_duck,_goose" \t "_blank)' is to walk in a circle, tapping on each player's head until one is finally chosen.

**Task**: Given an array of Player objects (an array of associative arrays in PHP) and an index (**1-based**), return the name of the chosen Player.

Example:

duck\_duck\_goose([a, b, c, d], 1) should return a.nameduck\_duck\_goose([a, b, c, d], 5) should return a.nameduck\_duck\_goose([a, b, c, d], 4) should return d.name

// PHP only

duck\_duck\_goose([$a, $b, $c, $d], 1); // => $a["name"]

duck\_duck\_goose([$a, $b, $c, $d], 5); // => $a["name"]

duck\_duck\_goose([$a, $b, $c, $d], 4); // => $d["name"]

FUNDAMENTALS

ARRAYS

LISTS

DATA STRUCTURES

<http://www.codewars.com/kata/duck-duck-goose/csharp>

public class Kata

{

public static string DuckDuckGoose(Player[] players, int goose)

{

return players[(goose - 1) % players.Length].Name;

}

}

public class Player

{

public string Name { get; set; }

public Player(string name)

{

this.Name = name;

}

}