**Keep up the hoop**

21383% of 808567 of5,080[Tam Borine](http://www.codewars.com/users/Tam%20Borine)

C#

* [TRAIN AGAIN](http://www.codewars.com/kata/keep-up-the-hoop/train/csharp)
* [NEXT KATA](http://www.codewars.com/trainer/csharp)

Details

[Solutions](http://www.codewars.com/kata/keep-up-the-hoop/solutions/csharp)

[Discourse (124)](http://www.codewars.com/kata/keep-up-the-hoop/discuss/csharp)

* Add to Collection
* |
* Share this kata:

Alex just got a new hula hoop, he loves it but feels discouraged because his little brother is better than him

Write a program where Alex can input (n) how many times the hoop goes round and it will return him an encouraging message :)

-If Alex gets 10 or more hoops, return the string "Great, now move on to tricks".

-If he doesn't get 10 hoops, return the string "Keep at it until you get it".

<http://www.codewars.com/kata/keep-up-the-hoop/csharp>

public static string HoopCount(int n)

{

//Your code goes here

return (n >= 10) ? "Great, now move on to tricks" : "Keep at it until you get it";

}