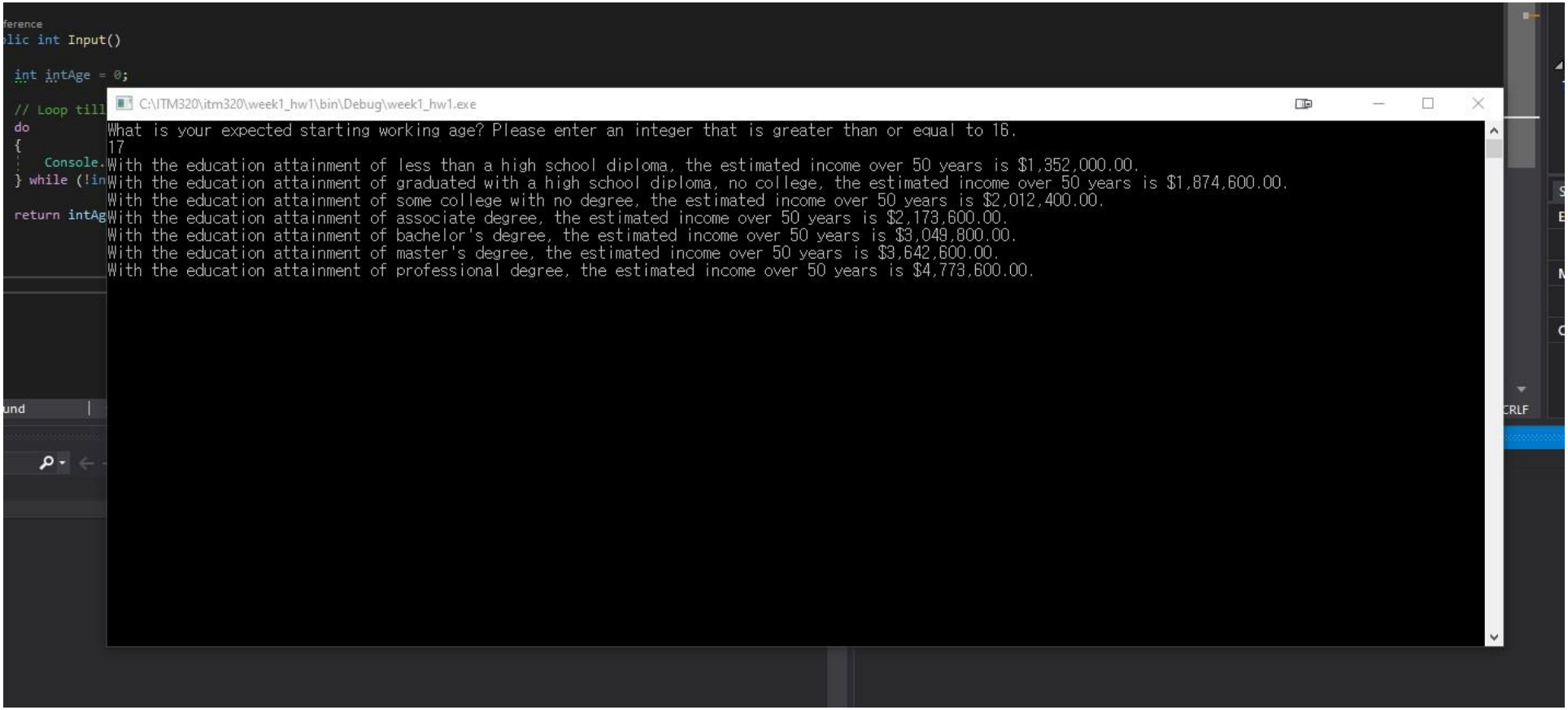
Program console



Program.cs | Calculate.cs | UserInput.cs

week1_hw1 | week1_hw1.Calculate | Income(int age)

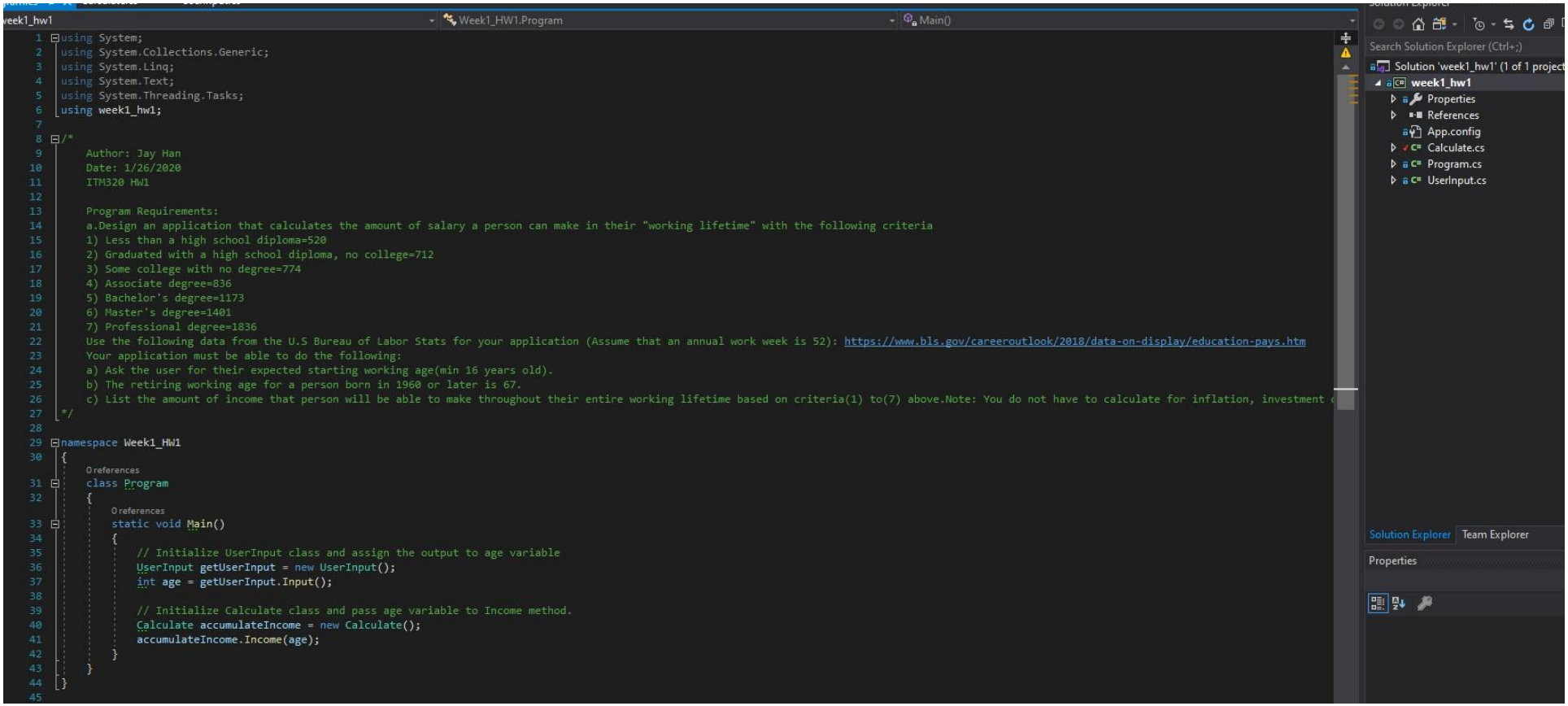
```
using System;
using System.CodeDom;
using System.Collections.Generic;
using System.ComponentModel;
using System.Globalization;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace week1_hw1
{
    2 references
    class Calculate
    {
        1 reference
        public void Income(int age)
        {
            // variables for calculation
            const int workWeek = 52;
            const int retireAge = 67;
            int yearToWork = retireAge - age;
            int totalWorkWeek = workWeek * yearToWork;

            // Initialize a dictionary for enumerating each attainment
            Dictionary<string, int> incomeDict = new Dictionary<string, int>()
            {
                {"less than a high school diploma", 520},
                {"graduated with a high school diploma, no college", 721},
                {"some college with no degree", 774},
                {"associate degree", 836},
                {"bachelor's degree", 1173},
                {"master's degree", 1401},
                {"professional degree", 1836}
            };

            // Enumerate each item in the dictionary
            foreach (var item :KeyValuePair<string,int> in incomeDict)
            {
                Console.WriteLine($"With the education attainment of {item.Key}, the estimated income over {yearToWork} years is {(item.Value * totalWorkWeek):C}.");
            }

            Console.ReadLine();
        }
    }
}
```



```
week1_hw1                    Week1_HW1.Program                    Main()

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using week1_hw1;

/*
    Author: Jay Han
    Date: 1/26/2020
    ITM320 HW1

    Program Requirements:
    a.Design an application that calculates the amount of salary a person can make in their "working lifetime" with the following criteria
    1) Less than a high school diploma=520
    2) Graduated with a high school diploma, no college=712
    3) Some college with no degree=774
    4) Associate degree=836
    5) Bachelor's degree=1173
    6) Master's degree=1401
    7) Professional degree=1836
    Use the following data from the U.S Bureau of Labor Stats for your application (Assume that an annual work week is 52): https://www.bls.gov/careeroutlook/2018/data-on-display/education-pays.htm
    Your application must be able to do the following:
    a) Ask the user for their expected starting working age(min 16 years old).
    b) The retiring working age for a person born in 1960 or later is 67.
    c) List the amount of income that person will be able to make throughout their entire working lifetime based on criteria(1) to(7) above.Note: You do not have to calculate for inflation, investment
*/

namespace Week1_HW1
{
    0 references
    class Program
    {
        0 references
        static void Main()
        {
            // Initialize UserInput class and assign the output to age variable
            UserInput getUserInput = new UserInput();
            int age = getUserInput.Input();

            // Initialize Calculate class and pass age variable to Income method.
            Calculate accumulateIncome = new Calculate();
            accumulateIncome.Income(age);
        }
    }
}
```

Program.cs Calculate.cs UserInput.cs

week1_hw1 week1_hw1.UserInput Input()

```
using System.Linq;
using System.Runtime.Remoting.Metadata.W3cXsd2001;
using System.Text;
using System.Threading.Tasks;

namespace week1_hw1
{
    2 references
    class UserInput
    {
        1 reference
        public int Input()
        {
            int intAge = 0;

            // Loop till the user enters a valid input
            do
            {
                Console.WriteLine("What is your expected starting working age? Please enter an integer that is greater than or equal to 16.");
            } while (!int.TryParse(s:Console.ReadLine(), out intAge) || (intAge < 16));

            return intAge;
        }
    }
}
```