```
/**********************************Part 13**********************************/

namespace BreakNCont
//break and continue are two tools within loops.  Break is used to break out of a
loop if a condition is met.
//continue is used to skip one iteration in a loop if a certain condition occurs

{
    class BreakContClass
    {
        static void BreakUpNContinue()
        {
            //When this runs try to determine WHY there are NO FOURS and WHY there
is only ONE TEN.

            for (int i = 0; i < 15; i++)
            {
                if (i == 4)
                {
                    continue;
                }

                Console.WriteLine(i);
                if (i == 10)
                {
                    break;
                }
                Console.WriteLine(i);

            }

        }
        static void Main(string[] args)
        {
            BreakUpNContinue();
        }

    }

}

/**********************************Part 14**********************************/

namespace Arrays
{
    class ArraysClass
    {
        static void GoArrayGo()
        {
            //Arrays are a way to strore loads of data
            //You can create arrays of any data type
            //************************
            //need to add system.Linq;  to use to min,max,sort funstions at the end
            //************************

            string[] hockeyTeams = { "Flames", "Canucks", "Leafs", "Oilers" };
            Console.WriteLine(hockeyTeams[2]);
            int[] pieNumbers = { 3, 1, 4, 1, 5, 9 };
```

```
            int amountOfPie = pieNumbers.Length;
            Console.WriteLine("You have: "+ amountOfPie+" digits of pie.");
            for(int i=0; i<amountOfPie; i ++)
            {
                Console.WriteLine(pieNumbers[i]);
            }
            //can exchange values
            pieNumbers[0] = 8;
            Console.WriteLine("Now pie starts with an 8.");
            for (int i = 0; i<amountOfPie; i++)
            {
                Console.WriteLine(pieNumbers[i]);
            }
            //some other array tools
            Array.Sort(pieNumbers);
            Console.WriteLine("Let's sort the digits of pie:");
            foreach (int i in pieNumbers)
            {
                Console.WriteLine(i);
            }
            //need to add system.Linq;
            Console.WriteLine("bigest "+pieNumbers.Max());  // returns the largest
value
            Console.WriteLine("littlist "+pieNumbers.Min());  // returns the
smallest value
            Console.WriteLine("sum "+pieNumbers.Sum());  // returns the sum of
elements

        }
        static void Main(string[] args)
        {
            GoArrayGo();
        }

    }

}

/**********************************Part 15**********************************/

namespace MultiDimensionalArrays

{
    class MultiArraysClass
    {
        static void GoMultiArrayGo()
        {
            int[,] counting = { {1,3,5,7 },{2,4,6,8 } };
            int[,] tripArray = { { 1, 3, 5, 7 }, { 2, 4, 6, 8 }, { 3, 6, 9, 12 } };
            // when acessing an array it goes [row,coloumn]
            Console.WriteLine(tripArray[0, 2]);
            Console.WriteLine(tripArray[2, 3]);

            Console.WriteLine(counting[0, 2]);
            counting[0, 2] = 8;
            Console.WriteLine(counting[0, 2]);
            Console.WriteLine("LineBreak");
            //display all the elements in an array going though the rows one by one
```

```
            foreach (int i in counting)
            {
                Console.WriteLine(i);
            }
            foreach (int i in tripArray)
            {
                Console.WriteLine(i);
            }
            Console.WriteLine("NewLoop");
            //kind of odd to put into multidimensional array if you will print out
like this
            //Becasue its an array need to use getlength instead of length
            for (int i = 0; i < counting.GetLength(0); i++)
            {
                for (int j = 0; j < counting.GetLength(1); j++)
                {
                    Console.WriteLine(counting[i, j]);
                }
            }
        }
        static void Main(string[] args)
        {
            GoMultiArrayGo();
        }

    }

}
```