**Module 02 – Create Character**

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Microsoft C# Programming

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Module 02 - Lab 2

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The D and D program prompt the user to enter player information. The information is stored in an instance of the ‘Character’ class which is then output to the terminal as confirmation:

A screenshot of a computer program

Description automatically generated

Each integer entry is validated in a function containing a while loop. Once a valid number is entered the value is returned and the main loop continues:

A screenshot of a computer

Description automatically generated

The code below is my Program.cs file which contains all functionality:

class Program

{

static void Main(string[] args)

{

string userInput;

printGreeting();

//instantiate character object

Character playerOne = new Character();

//get information from the user

Print("Enter your character's name");

playerOne.PlayerName = (Console.ReadLine());

playerOne.Age = CheckInt("How old is " + playerOne.PlayerName + "?");

playerOne.Level = CheckInt("Enter the level of " + playerOne.PlayerName);

Print("Enter your character's gender (m/f)");

playerOne.Gender = (Console.ReadLine());

Print("Enter your character's race (Alien, Human, etc.");

playerOne.PlayerRace = (Console.ReadLine());

Print("Enter your charcater's class (fighter, wizard, etc.");

playerOne.PlayerClass = (Console.ReadLine());

//output player information to the user

Print("");

Print("Player entry completed!");

Print("Player Information:");

Print("Name: " + playerOne.PlayerName);

Print("Age: " + playerOne.Age);

Print("Level: " + playerOne.Level);

Print("Gender: " + playerOne.Gender);

Print("Race: " + playerOne.PlayerRace);

Print("Class: " + playerOne.PlayerClass);

//function that return an integer, pass a quesion to the user an a parameter

int CheckInt(string message)

{

while (true)

{

Print(message);

userInput = Console.ReadLine();

if (int.TryParse(userInput, out int result))

{

return result;

}

else

{

Print("Invalid age, enter an integer");

continue;

}

}

}

void Print(string message)

{

Console.WriteLine(message);

}

void printGreeting()

{

Print("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

Print("Welcome to the Tim's D and D program!");

Print("You will create a character to use in the game.");

Print("The program with gather the player information including what type of character they are.");

Print("When you are done, the information will be output to the terminal.");

Print("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

}

}

}

public class Character

{

public int? Age { get; set; }

public string? PlayerName { get; set; }

public int? Level { get; set; }

public string? Gender { get; set; }

public string? PlayerRace { get; set; }

public string? PlayerClass { get; set; }

}