# Homework: Consuming Web Services with C#

This document defines the homework assignments from the ["Web Services and Cloud" Course @ Software University](https://softuni.bg/courses/web-services-and-cloud/). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems.

## Battleships Console Client

Write a **console application** which uses the [**Battleships Game**](https://github.com/SoftUni/Web-Services-and-Cloud/tree/master/4.1.%20BattleShips) web services. The user should be able to play the game on the console by **consuming** the Battleships REST services.

Implement the following console commands:

* **register** – Pass the parameters with intervals after the command
  + example: $ register [vlado@softuni.bg](mailto:vlado@softuni.bg) pass123 pass123
  + The first argument is the **email**
  + The second argument is the **password**
  + The third argument is the **confirm password**
* **login**
  + example $ login [vlado@softuni.bg](mailto:vlado@softuni.bg) pass123
  + The first argument is the **username**
  + The second argument is the **password**
* **create-game**
  + example: $ create-game
  + Create game command has no parameters
* **join-game**
  + example $ join-game D14B4F1C-2DA0-44FA-BF22-F5A71AF3EE3B
  + Pass the game id as first argument
* **play**
  + example $ play D14B4F1C-2DA0-44FA-BF22-F5A71AF3EE3B 5 4
  + The second arguments is position X
  + The third arguments is position Y

Performing the above game actions should **NOT** block the user interface - i.e. the user should be able to write to the console at **all times**. Use the built-in **\*Async()** methodswith **async** and **await** to achieve this.