

Alternate Collections Assignment

This assignment is an extension to Assignment 5 - Cards Game (Higher/Lower)

Assignment

Follow all of the same instructions as the Card Game assignment. Instead of using Microsoft Visual Studio use an Online C# Compiler. I recommend

https://www.onlinegdb.com/online_csharp_compiler

Instead of writing a WPF application, you will be writing a console or text-based application. That means there are no windows, not buttons, etc. The only way to communicate with the user (output) is through printing text to the screen. And the only way for the user to communicate with the application (input) is through reading text they enter from the keyboard.

Getting Started

Using the 'Assignment 5 - Alternate Starter Code' file copy/paste the code from the file into the Online C# Compiler. (See above for the web page)

The starter code will give you the framework where you will insert your own code to fulfill the assignment.

Make sure you have completed the requirements listed in the assignment. Do not worry about buttons or enabling. You will need to display all the things that the assignment calls for. You will need to use proper naming of variables and methods. You will need to stop the game appropriately etc.

Always save your work somewhere else other than the online compile because it is not saving it for you. Copy/paste your work into a Google Doc or some other safe place as you work.

Submitting Your Assignment to be Graded

When you have completed your work, copy/paste all of your code into an email and send to Mr. Brooks.

Any questions? Email Mr. Brooks mbrooks@alpinedistrict.org