

# Final Project Help - Deal or No Deal

## Data to track

Cases are buttons

Money are integers

Display board of dollar amounts are TextBlocks

```
Button[ ] cases = new Button[26];
```

```
int[ ] money = new int[26];
```

```
TextBlock[ ] display = new TextBlock[26];
```

Assign each case (button) into the cases array

```
cases[0] = button1;
```

```
cases[1] = button2;
```

...

Assign each dollar amount into the money array

```
money = new int[] {0, 1, 5, 10, ... };
```

Assign each TextBlock into the display array

<Do it the same way you assigned buttons>

Note: When laying out all of the buttons, after you have named them all, double-click on only one button to generate the click event handler. Take note of the name of the method created.

## Shuffling the cases

Shuffle the cases (buttons) the same way you shuffled cards (integers) in the cards assignment.

After they are shuffled each button needs to know it's new 'slot number' in the array.

Loop through all cases and set `case[i].Tag = i;` (This will make sense when we start opening cases)

Also, while you are looping through all of the Buttons, set the button to use the same click event handler as all the rest.

```
cases[i].Clicked += OneClickEventHandler;
```

## Opening a case

When a case is opened you will need to clear the value in the money array and change the text color of the associated TextBlock.

```
void ClickHandler (object sender, ... )
{
// Sender is the button that was clicked
Button bClicked = (Button) sender;
int moneyNum = (int) bClicked.Tag;
money[moneyNum] = -1;
display[moneyNum].Foreground = Brushes.Grey;

// Decide - Is it time to make an offer? - Make an offer
// Or is it time to open more cases - tell the user how many more cases to open
}
```

## Making an offer

When making an offer, loop through the money array totalling all the money that is unopened. Remember, when we open a case we set the value in the slot to -1.

Loop

```
    If money[i] != -1
        Add the money amount into a total
        Count how many were part of the total so we can compute the average
```

The amount of the offer is the total of the money remaining (not equal to -1) divided by how many remain.