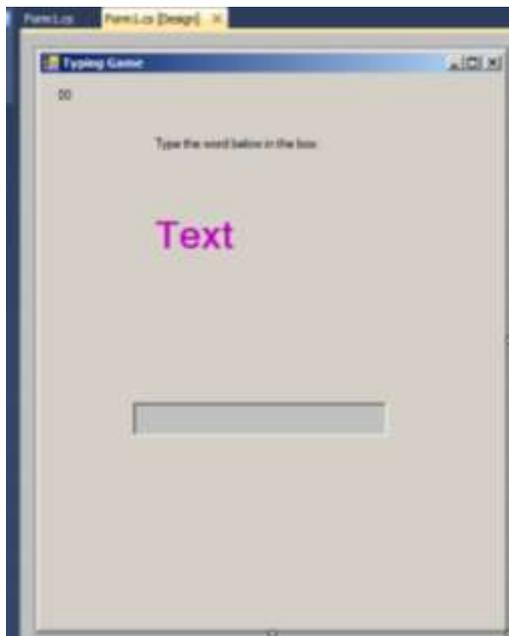


Creating a typing game in C#

Create a new form application in Visual Studio choosing C# Language.

Things we need to get started

Label	(Name)label1	No changes
Label	(Name)label2	Text: 00
Label	(Name)txt	Text: Text, Font-size 23, colour purple.
Text Box	(Name) TextBox1	Font-size 18



This is the form layout for this game.

Objective for this game is to enable the player to type in the text box and check if the word and the player input is equal. if that condition is true then we will change the word for the player to try again.

In this tutorial we will be using the following elements in C#.

Array = to store multiple string variables e.g. different words

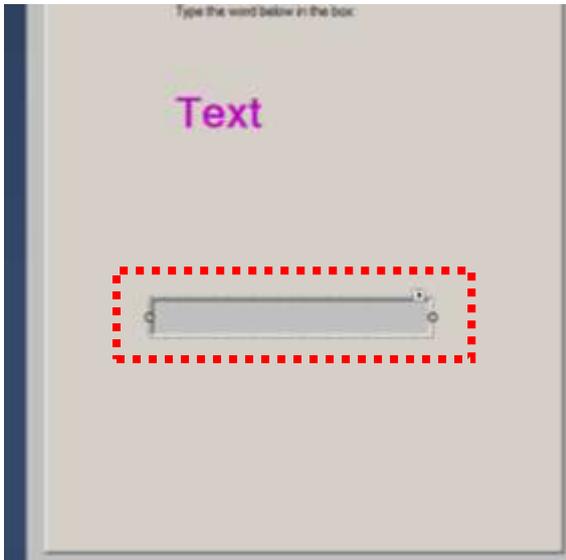
String = text element

int = integer to store whole numbers such as 1, 2, 3, 4, 0

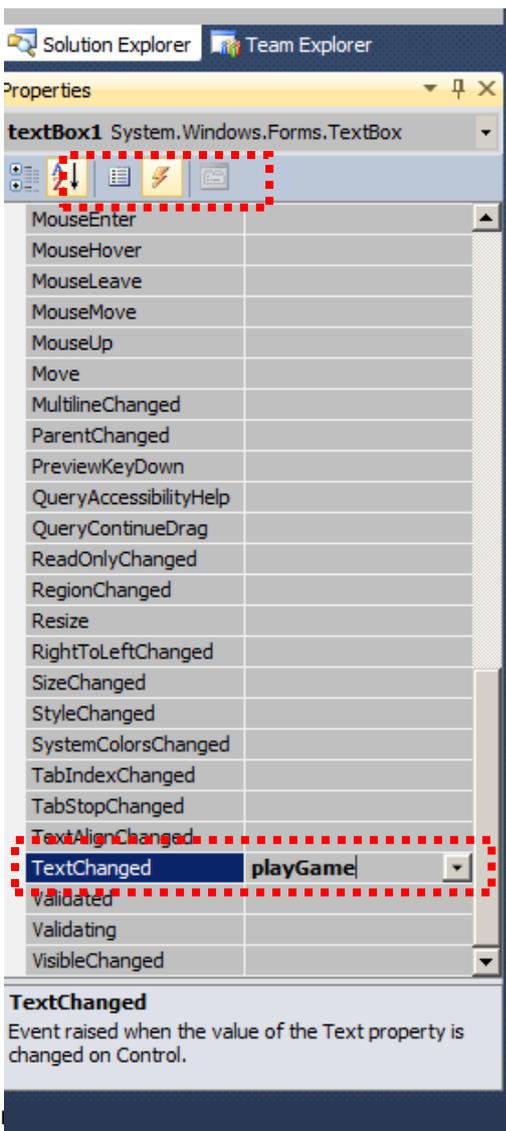
if statement = conditional statement to choose an action if a certain condition is true.

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events = we will use text change event to check whether a condition is met



Select the text box on the form.



click on the lightning bolt icon on the properties panel.

find the event called TextChanged

type: playGame and press enter.

This will automatically add the playGame function and link it to the text box.

Thank you Visual Studio :-).

Here the list of variables we need for this game.

Name	Data type	Value
Words	String Array String[] words	Mooict, cat, dog, monkey, tiger, panda, lion, zebra
Num	Integer Int num	0
wordI	Integer Int wordI	Length of the words array

before the FORM function declare the variables as below

```
string[] words = {"mooict", "cat", "dog", "monkey", "tiger", "panda", "lion",  
"zebra"}; //store the words in here  
int num = 0; //num which will be used to go through the array  
int wordI; // going to be used for conditional checks
```

string is the type of and [] symbol defines the array.

in the array we can add multiple strings instead of 1.

Mooict	Cat	Dog	Monkey	Tiger	Panda	Tiger
--------	-----	-----	--------	-------	-------	-------

this is a single dimensional array. Arrays always start from 0;

Inside the FORM function after InitializeComponent(); line add the following

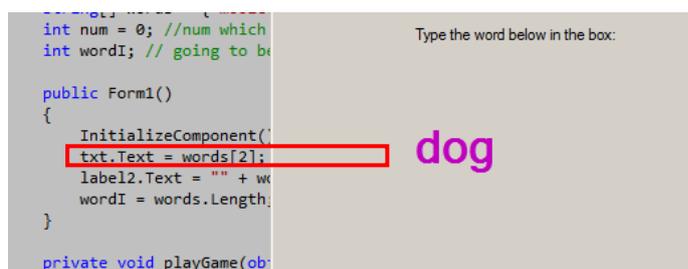
```
txt.Text = words[num]; //this will return mooict. the word on 0 index of the array  
label2.Text = "" + words.Length; //this will show how many words there are in the  
array  
wordI = words.Length; // store the number of words in the array
```

inside the playGame function add the following condition

try this

change the code from txt.Text = words[num] to txt.Text = word[2];

this will show DOG on the text label.



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```
if(txt.Text == textBox1.Text)
{
    win();
    //when the condition is met this function will run
}
```

Here is the text inside the text box entered by the player is equals to the text displayed on the screen is true it will run the win function.

Here is the win function

```
public void win()
{
    if (num < wordI - 1)
    {
        num++;
        txt.Text = words[num];
        textBox1.Text = "";
        //while the number is less than total words game will continue
        //it will continue to increase the number thus changing the words
    }
    else
    {
        num = 0;
        txt.Text = words[num];
        textBox1.Text = "";
        //otherwise it will reset number to 0
        //start the game from beginning
    }
}
```

Further task

Add more words in the array to check if you can reach the end.

add a error counter by adding a lost function.