

## Array Exercise 1 - Fortune Predictor

Let's look at some examples of using arrays.

First make a new project called **Predictor**, then.....

Create an array of strings called **timeArray** with the following data:

- thirty minutes
- an hour
- eight hours
- twelve hours
- a day
- a week
- a month
- a year
- a decade

Create an array of strings called **aspectArray** with the following data:

- finances
- love life
- career prospects
- travel plans
- relationships

Create an array of strings called **effectArray** with the following data:

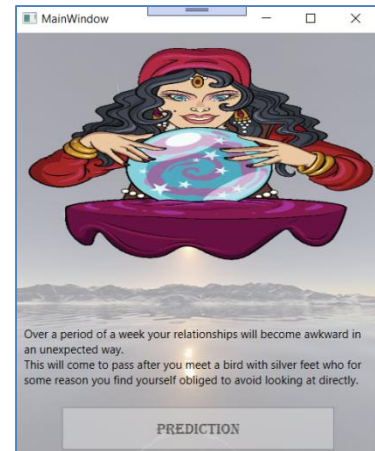
- fall apart
- exceed your expectation
- become awkward in an unexpected way
- become manageable
- become spectacular
- come to a positive outcome

Create an array of strings called **personaArray** with the following data:

- man
- boy
- woman
- girl
- dog
- bird
- hedgehog
- singer
- relative

Create an array of strings called **featureArray** with the following data:

- pink hair
- a broken goldenchain
- scary eyes
- long blond nose hair
- very red lips
- silver feet



Create an array of strings called ***consequenceArray*** with the following data:

- avoid looking at directly
- sing a sad song with
- stop and talk to
- dance with
- tell a secret
- buy a coffee

Create a Button click event and a TextBlock for output.

In the click event use a random number to select an element randomly from each of the strings, as the following example illustrates ***timeArray[number.Next(0, timeArray.Length)]***.

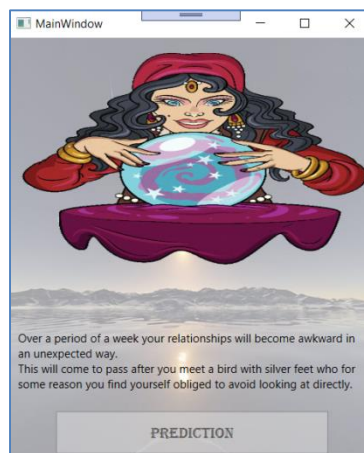
In the click event, add the arrays to the following string to build a basic fortune predictor (use theTextBlock to output the string):

Over a period of ***timeArray*** your ***aspectArray*** will ***effectArray***.

This will come to pass after you meet a ***personaArray*** with ***featureArray*** who for some reason you find yourself obliged to ***consequenceArray***.

Use the TextBlock string to also output the prediction as a text-to-talk message.

Now add an image to your application.



***Finally...*** change the message and the content of the arrays to develop your own version of the application...