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Thread: [CLI Deal Or No Deal](#)

jrbuchner - August 10, 2013, 10:28 pm

3rd program I've ever made in the language after hello world and magic 8-ball.

Have I picked up any horrible habits in my learning process? How could i make the code shorter? I'm still learning the language so please feel free to tell me how shit I am so I can improve :)

<http://pastebin.com/hCw4N5d7>

p.s. I know the algorithm to get the banker's offer is retarded and incorrect.

Xori - August 10, 2013, 10:38 pm

Why are you prefixing things with an underscore?

jrbuchner - August 10, 2013, 11:04 pm

(Aug 10, 2013 10:38 PM)Xori Wrote: [\[CITE\]](#) Why are you prefixing things with an underscore? to help me visually distinguish them from strings

dreamer66 - August 11, 2013, 3:36 am

It is not about the code length. It is about the code readability, which yours suffers greatly at the moment.

A few tips:C# is an object object oriented language, make use of that and don't just stick everything in one class.

Each language has its own standards as far as naming things, usually it is a good idea to follow those as it allows people that will read your code to figure out what things are meant to do without even going in your code that much. At this point your underscore usage and PascalCase usage on variables make it hard to follow. You can read more about them at

<http://msdn.microsoft.com/en-us/library/vstudio/ff926074.aspx> or
<http://www.scribd.com/doc/56782158/All-In-One-Code-Framework-Coding-Standards>

The usage of goto is not recommended as it produces spaghetti code which is hard to follow or read.

Other than that, your array initializations could be improved. At the moment you are using:

```
Code _CaseDisplayRep = new string[26];
_CaseDisplayRep[0] = " 1";
_CaseDisplayRep[1] = " 2";
_CaseDisplayRep[2] = " 3";
_CaseDisplayRep[3] = " 4";
_CaseDisplayRep[4] = " 5";
_CaseDisplayRep[5] = " 6";
_CaseDisplayRep[6] = " 7";
_CaseDisplayRep[7] = " 8";
```

```
_CaseDisplayRep[8] = "9";
_CaseDisplayRep[9] = "10";
_CaseDisplayRep[10] = "11";
_CaseDisplayRep[11] = "12";
_CaseDisplayRep[12] = "13";
_CaseDisplayRep[13] = "14";
_CaseDisplayRep[14] = "15";
_CaseDisplayRep[15] = "16";
_CaseDisplayRep[16] = "17";
_CaseDisplayRep[17] = "18";
_CaseDisplayRep[18] = "19";
_CaseDisplayRep[19] = "20";
_CaseDisplayRep[20] = "21";
_CaseDisplayRep[21] = "22";
_CaseDisplayRep[22] = "23";
_CaseDisplayRep[23] = "24";
_CaseDisplayRep[24] = "25";
_CaseDisplayRep[25] = "26";
```

A few other options would be

Option A

```
Code _CaseDisplayRep = new string[] { "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19", "20", "21", "22", "23", "24", "25", "26" };
```

Option B

```
Code _CaseDisplayRep = new string[26];
for (int i = 0; i < _CaseDisplayRep.Length; i++)
{
    _CaseDisplayRep[i] = (i+1).ToString();
}
```

I could have probably found more things if I actually read the code, but these should get you to the right path. Good luck.

jrbuchner - August 11, 2013, 3:40 am

Thank you for your wise words dreamer :)

Cornflower Blue ???-?— - August 11, 2013, 4:01 am

(Aug 11, 2013 03:36 AM)dreamer66 Wrote: [\[CITE\]](#) Option A

```
Code _CaseDisplayRep = new string[] { "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19", "20", "21", "22", "23", "24", "25", "26" };
```

Option B

```
Code _CaseDisplayRep = new string[26];
for (int i = 0; i < _CaseDisplayRep.Length; i++)
{
    _CaseDisplayRep[i] = (i+1).ToString();
}
```

I could have probably found more things if I actually read the code, but these should get you to the right path. Good luck.

My Option - C

```
Code int[] numbers = Enumerable.Range(1, 26).Select(i => i).ToArray();
OP This way is the cleanest way, but also the hardest to understand. Its Linq.
```

marvinn - August 11, 2013, 2:24 pm

(Aug 11, 2013 04:01 AM)lhendrey4.5 Wrote: [\[CITE\]](#) My Option - C

```
Code int[] numbers = Enumerable.Range(1, 26).Select(i => i).ToArray();
```

OP This way is the cleanest way, but also the hardest to understand. Its Linq.
The Linq way is only for .net 3.5, you don't know what .NET he is using :x

I would go with the for loop to initialize them

Looking trough the code, first things I notice
Bad variable naming imo

Goto\labels..

Bad void naming (eg "_StarterUI()")

You should use cases for stuff like this

Code if (round == 1)

```
{
    maxRounds = 6;
}
if (round == 2)
{
    maxRounds = 5;
}
if (round == 3)
{
    maxRounds = 4;
}
if (round == 4)
{
    maxRounds = 3;
}
if (round == 5)
{
    maxRounds = 2;
}
```

Restarting a program by Code goto Replay; Is NOT the way to go, why not just call Main(args); ?