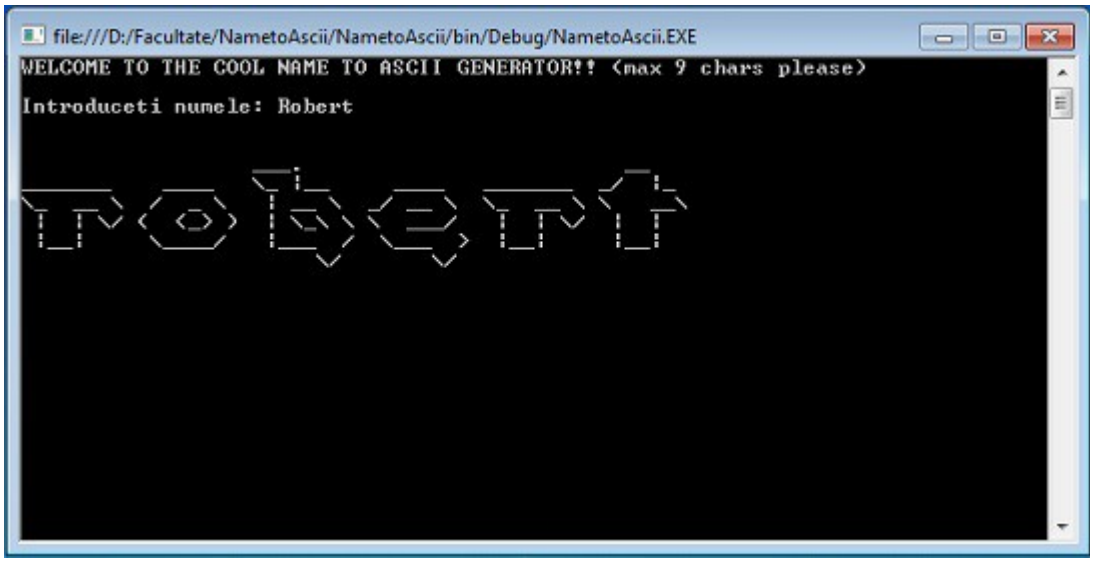
Name to ASCII

Acest programel, facut in C# console application, transforma un nume dat de la tastatura, intr-o forma ASCII, grafitti style.



Codul sursa:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace NametoAscii
{
    class Program
    {
        static void Main(string[] args)
        {
            string nume;    //numele dat de la tastatura
            int x=0;        //variabila ce o folosesc pt functia  SetCursorPosition

            do
            {
                Console.Clear();

                Console.WriteLine("WELCOME TO THE COOL NAME TO ASCII GENERATOR!! (max 9 chars
                                  please)");
                Console.WriteLine();
```

```
            Console.Write("Introduceti numele: ");
            nume = Console.ReadLine();
        }
        while (nume.Length > 9);            //nu incap 10 caractere


//ia pe rand fiecare litera si o transforma, am avut nevoie de  SetCursorPosition pentru
//a afisa literele una dupa alta, altfel le afisa vertical
        for (int i = 0; i <= (nume.Length-1); i++)
        {
            switch (nume[i])
            {
                case 'a':
                case 'A':
                    {
                       //desenez fiecare linie, apoi revin la pozitia (x+9,5)
                        Console.SetCursorPosition(x, 5);
                        Console.Write(@"");
                        Console.SetCursorPosition(x, 6);
                        Console.Write(@"_____");
                        Console.SetCursorPosition(x, 7);
                        Console.Write(@"\__  \");
                        Console.SetCursorPosition(x, 8);
                        Console.Write(@" / __ \_");
                        Console.SetCursorPosition(x, 9);
                        Console.Write(@"(____  /");
                        Console.SetCursorPosition(x, 10);
                        Console.Write(@"     \/ ");

                        x = x + 9;
                        break;
                    }
                case 'b':
                case 'B':
                    {
                        Console.SetCursorPosition(x, 5);
                        Console.Write(@"___.");
                        Console.SetCursorPosition(x, 6);
                        Console.Write(@"\_ |__");
                        Console.SetCursorPosition(x, 7);
                        Console.Write(@" | __ \ ");
                        Console.SetCursorPosition(x, 8);
                        Console.Write(@" | \_\ \");
                        Console.SetCursorPosition(x, 9);
                        Console.Write(@" |___  /");
                        Console.SetCursorPosition(x, 10);
                        Console.Write(@"     \/ ");

                        x = x + 9;
                        break;
                    }

                                    .
                                    .
                                    .
                                    etc
                                    .
                                    .
                                    .
```

```
                    case 'y':
                    case 'Y':
                        {
                            Console.SetCursorPosition(x, 5);
                            Console.Write(@"");
                            Console.SetCursorPosition(x, 6);
                            Console.Write(@" ___.__.");
                            Console.SetCursorPosition(x, 7);
                            Console.Write(@"<   |  |");
                            Console.SetCursorPosition(x, 8);
                            Console.Write(@" \___  |");
                            Console.SetCursorPosition(x, 9);
                            Console.Write(@" / ____|");
                            Console.SetCursorPosition(x, 10);
                            Console.Write(@" \/     ");

                            x = x + 9;
                            break;
                        }
                }
            }

                Console.ReadKey();
        }
    }
}
```