

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

namespace ConsoleInputDemo
{
    class Program
    {
        enum Action
        {
            Move,
            Shoot,
            Quit,
            Other
        }

        static void Main(string[] args)
        {
            string my_input = "z";
            Action my_action = Action.Other;

            while (my_action != Action.Quit)
            {
                System.Console.WriteLine("(M)ove or (S)hoot or (Q)uit: ");
                my_input = System.Console.ReadLine();

                my_action = Action.Other;
                if (string.Compare(my_input, 0, "M", 0, 1, true) == 0) my_action = Action.
Move;
                if (string.Compare(my_input, 0, "S", 0, 1, true) == 0) my_action = Action.
Shoot;
                if (string.Compare(my_input, 0, "Q", 0, 1, true) == 0) my_action = Action.
Quit;

                switch (my_action) {
                    case Action.Move:
                        System.Console.WriteLine("Moving...");
                        break;
                    case Action.Shoot:
                        System.Console.WriteLine("Shooting...");
                        break;
                    case Action.Other:
                        System.Console.WriteLine("Huh? Try again.");
                        break;
                    case Action.Quit:
                        System.Console.WriteLine("Quit. Bye bye");
                        break;
                }
            }
        }
    }
}
```