

**Engr 123**  
**Assignment 6**  
**Nim**

**Assigned: February 28, 2018**  
**Due: March 19, 2018**

Create a Windows GUI application in C# which will allow two users to play the game of Nim. The game of Nim is played with three piles of stones. The first pile has three stones, the second has 5 stones, and the third has 8 stones. Two players take turns and on each turn a player may take as many stones as she likes from any *one* pile. Play continues until someone is forced to take the last stone. The player who takes the last stone loses.

Create a user interface that shows three "piles" and the number of stones in each pile similar to that shown below. The users can play by entering a pile number and a number of stones to be removed and clicking on the appropriate Enter button. Issue error messages for illegal entries using a message box. Provide a running display that indicates whose turn it is and other game status on the status label. The status label may also be used to declare a winner.

Your program must contain a class for the piles. Name your class "Pile" and create appropriate private variables and public functions with properties to allow access.

Turn in a zipped project file. Name your zipped file Asn06XXX.zip where XXX are your three initials. Upload your zipped project file to <\\cecsfp01\users\everyone\Engr123>

