PIXEL DUST
Instructions: After completing the code, change it and customize your own version of “Pixel Dust”

```
using System.Threading; // Don’t Forget to Add this Using Framework

namespace PixelDust
{
    class Program
    {
        static void Main(string[] args)
        {
            // Pixel Dust by Student Name
            // Set Variables
            Console.SetWindowSize(170, 58); // set the window size according to your monitor
            int count = 0;
            Random number = new Random();

            do // post-test loop
            {
                switch (number.Next(12)) // randomize numbers 0 to 11
                {
                    case 0:
                        Console.BackgroundColor = ConsoleColor.Blue;
                        break;
                    case 1:
                        Console.BackgroundColor = ConsoleColor.DarkRed;
                        break;
                    case 2:
                        Console.BackgroundColor = ConsoleColor.DarkCyan;
                        break;
                    case 3:
                        Console.BackgroundColor = ConsoleColor.DarkMagenta;
                        break;
                    case 4:
                        Console.BackgroundColor = ConsoleColor.Yellow;
                        break;
                    case 5:
                        Console.BackgroundColor = ConsoleColor.Red;
                        break;
                    case 6:
                        Console.BackgroundColor = ConsoleColor.Blue;
                        break;
```

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```
                    case 7:
                        Console.BackgroundColor = ConsoleColor.Red;
                        System.Threading.Thread.Sleep(25);
                        Console.Write("MRS. WHITE ROCKS!");
                        break;
                    case 8:
                        Console.BackgroundColor = ConsoleColor.Cyan;
                        break;
                    case 9:
                        Console.BackgroundColor = ConsoleColor.DarkYellow;
                        break;
                    case 10:
                        Console.BackgroundColor = ConsoleColor.Green;
                        break;
                    case 11:
                        Console.BackgroundColor = ConsoleColor.DarkGreen;
                        break;
                } // end switch statement

                Console.Write("O"); Console.Write("1"); Console.Write(number.Next(12));
                System.Threading.Thread.Sleep(0); // sleep as fast as we can, but still slow the processor down

            } while (count < 1); // infinite loop

            Console.Read();

        } // end main
    } // end class
} // end namespace
```