using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace project1

{

class program2

{

static void Main()

{

// Collection Initializer

List<Product> productlist = new List<Product>()

{

new Product(101, "Mouse", 90, 900),

new Product(102, "Plotter", 10, 1900),

new Product(103, "Printer", 10, 1900),

new Product(104, "Scanner", 10, 1900),

new Product(105, "Motherboard", 10, 1900)

};

Console.WriteLine("List of Items");

foreach(Product temp in productlist)

{

Console.WriteLine(temp.product\_name + "\t" + temp.qty\_in\_stock); ;

}

int qty;

string pname;

Console.WriteLine("Enter product name");

pname = Console.ReadLine();

Console.WriteLine("Enter quantity");

qty = Convert.ToByte(Console.ReadLine());

SearchProduct(pname, qty);

}

static Product SearchProduct(string pname, int qty)

{

foreach (Product temp in productlist)

{

if (temp.product\_name == pname)

{

if (qty <= temp.qty\_in\_stock)

{

Console.WriteLine(temp.product\_name + "\t" + temp.qty\_in\_stock); ;

}

}

}

}

}

}

using System;

using System.Collections;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace project1

{

class Product

{

public int pcode;

public int qty\_in\_stock;

public readonly double discount\_allowed;

public static String brand;

public String product\_name;

double price;

public Product() { }

public Product(int pcode, String product\_name,int qty\_in\_stock,

double discount\_allowed)

{

this.pcode = pcode;

this.qty\_in\_stock = qty\_in\_stock;

this.discount\_allowed = discount\_allowed;

this.product\_name = product\_name;

}

//public void ItemToPurchase()

//{

// int qty;

// string pname;

// Console.WriteLine("Enter product name");

// pname = Console.ReadLine();

// Console.WriteLine("Enter quantity");

// qty = Convert.ToByte(Console.ReadLine());

//}

public void Calculatetotalamount(string pname, int qty)

{

int total\_amount;

total\_amount = (price \* qty) - discount\_allowed;

}

public void Printbill()

{

Console.WriteLine("product Name " + product\_name);

Console.WriteLine("Qty " + qty\_in\_stock);

}

}

}