using System;

using System.Collections.Generic;

using System.Text;

namespace StructuralDesignPatternsDemo1

{

public interface MobileShop

{

void modelNo();

}

public class Iphone : MobileShop

{

public void modelNo()

{

Console.WriteLine(" Iphone 6 ");

}

public void price()

{

Console.WriteLine(" Rs 65000.00 ");

}

}

public class Samsung : MobileShop

{

public void modelNo()

{

Console.WriteLine(" Samsung galaxy tab 3 ");

}

public void price()

{

Console.WriteLine(" Rs 45000.00 ");

}

}

public class Blackberry : MobileShop

{

public void modelNo()

{

Console.WriteLine(" Blackberry Z10 ");

}

public void price()

{

Console.WriteLine(" Rs 55000.00 ");

}

}

public class ShopKeeper

{

private MobileShop iphone;

private MobileShop samsung;

private MobileShop blackberry;

public ShopKeeper()

{

iphone = new Iphone();

samsung = new Samsung();

blackberry = new Blackberry();

}

public void iphoneSale()

{

iphone.modelNo();

iphone.price();

}

public void samsungSale()

{

samsung.modelNo();

samsung.price();

}

public void blackberrySale()

{

blackberry.modelNo();

blackberry.price();

}

}

public class Program3

{

static int choice;

static void Main(string[] args)

{

do

{

Console.WriteLine("========= Mobile Shop ============ \n");

Console.WriteLine(" 1. IPHONE. \n");

Console.WriteLine(" 2. SAMSUNG. \n");

Console.WriteLine(" 3. BLACKBERRY. \n");

Console.WriteLine(" 4. Exit. \n");

Console.WriteLine("Enter your choice: ");

choice = int.Parse(Console.ReadLine());

ShopKeeper sk = new ShopKeeper();

switch (choice)

{

case 1:

{

sk.iphoneSale(); break;

}

case 2:

{

sk.samsungSale();

break;

}

case 3:

{

sk.blackberrySale();

break;

}

default:

{

Console.WriteLine("Nothing You purchased");

break;

}

}

} while (choice != 4);

}

}

}