# Coding Hands On

Using the UML Class Diagram provided, create each object as a Class of a console application. Implement each method as follows:

* Constructor: All properties should be set in the constructor. Do not allow loan objects to be created with blank or incomplete information. Your program should be designed to only allow objects of the derived type only.
* CalculateDueDate: Should calculate the due date of the next loan payment as being 30 days from the current date. Should output a message indicating the loan’s due date.
* CalculateInterest: Multiplies the interest rate by the balance to get this billing cycle’s interest on the loan.
* CalculatePayment: Takes the cycle’s payment amount (balance divided by month terms) and adds the interest for the cycle to find the payment that is due for the cycle. If there is a downpayment, it should be removed from the total before the interest and payment is calculated.

Your console application should test that all of the functionality of the program works per the specifications. When complete, check your work into the TFS server under the name Exam1

