

```

namespace Whatever
{
    public class Car
    {
        private double _kilometersDriven;
        public string Model { get; set; }

        public Car() { }

        public void Drive(bool miles, ref int distance)
        {
            int d = distance;
            if (miles)
            {
                _kilometersDriven += d / 1.6;
            }
            else _kilometersDriven += d;

            distance = 0; // Reset distance
        }

        public void PayRoadFees(List<Fee> list)
        {
            var fees = list;
            foreach (Fee f in fees)
            {
                try
                {
                    // Pay each fee
                    f.Pay();
                }
                catch (Exception ex)
                {
                    MessageBox.Show("Fee " + f.Name + " could not be paid");
                }
            }
        }

        public void UpdateDatabase(List<Fee> list)
        {
            var result = new DataAccess().Update(list);
        }
    }

    public class DataAccess
    {
        private string connectionString = ConfigurationManager
            .ConnectionStrings["MyName"]
            .ConnectionString;
        public object Update(List<Fee> list)
        {
            // Code goes here...
            throw new NotImplementedException();
        }
    }

    public class Fee
    {
        public string Name { get; set; }
        public int Price { get; set; }

        public void Pay()
        {
            // Code goes here...
        }
    }
}

```