using System;

using System.Collections.Generic;

using System.Diagnostics;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

//2

class shop

{

int number;

int code;

int priceOld;

int priceNew;

string name;

string unit;

static int countObjects;

static shop()

{

countObjects = 0;

}

public shop(int number, int code, int priceOld, int priceNew, string name, string unit)

{

this.number = number;

this.code = code;

this.priceOld = priceOld;

this.priceNew = priceNew;

this.name = name;

this.unit = unit;

countObjects++;

}

public shop() : this(0, 0, 0, 0, "", "")

{

}

public void setFields(int number, int code, int priceOld, int priceNew, string name, string unit)

{

this.number = number;

this.code = code;

this.priceOld = priceOld;

this.priceNew = priceNew;

this.name = name;

this.unit = unit;

}

public void getFields(out int number, out int code, out int priceOld, out int priceNew, out string name, out string unit)

{

number=this.number;

code=this.code;

priceOld=this.priceOld;

priceNew=this.priceNew;

name = this.name;

unit = this.unit;

}

public void ChangePrice(ref int price)

{

price = priceNew - priceOld;

}

public void Print()

{

Console.WriteLine("number:{0}, code:{1}, name:{2}, unit:{3}, priceOld:{4}, priceNew:{5}",

number, code, name, unit, priceOld, priceNew);

}

public static void Input(ref shop obj)

{

int number;

int code;

int priceOld;

int priceNew;

string name;

string unit;

Console.WriteLine("номер магазину:");

number = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("код продукції:");

code = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("найменування продукції:");

name = Console.ReadLine();

Console.WriteLine("одиниця виміру:");

unit = Console.ReadLine();

Console.WriteLine("ціна минулого тиждня:");

priceOld = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("ціна поточного тиждня:");

priceNew = Convert.ToInt32(Console.ReadLine());

obj = new shop(number,code, priceOld,priceNew,name,unit);

}

public static int GetCountObjects()

{

return countObjects;

}

}

//1

/\*class Enterprise

{

string codeEnterprise;

string codeProduct;

string nameProduct;

float price;

int count;

public Enterprise(string codeEnterprise, string codeProduct, string nameProduct, float price, int count)

{

this.codeEnterprise = codeEnterprise;

this.codeProduct = codeProduct;

this.nameProduct = nameProduct;

this.price = price;

this.count = count;

}

void print()

{

Console.WriteLine("codeEnterprise:{0},codeProduct:{1},nameProduct:{2},price:{3},count:{4}", codeEnterprise, codeProduct, nameProduct, price, count);

}

void Input()

{

Console.WriteLine("codeEnterprise:");

codeEnterprise = Console.ReadLine();

Console.WriteLine("codeProduct:");

codeProduct = Console.ReadLine();

Console.WriteLine("nameProduct:");

nameProduct = Console.ReadLine();

Console.WriteLine("price:");

price=float.Parse(Console.ReadLine());

Console.WriteLine("count:");

count=Convert.ToInt32(Console.ReadLine());

}

float GetCost()

{

return price\*count;

}

public static float GetCostGlobal(Enterprise obj)

{

return obj.getPrice()\*obj.getCount();

}

void setCodeEnterprise(string codeEnterprise)

{

this.codeEnterprise = codeEnterprise;

}

string getCodeEnterprise() { return this.codeEnterprise; }

void setCodeProduct(string codeProduct)

{

this.codeProduct = codeProduct;

}

string getCodeProduct()

{

return this.codeProduct;

}

void setNameProduct(string nameProduct)

{

this.nameProduct = nameProduct;

}

string getNameProduct() { return this.nameProduct; }

void setPrice(float price) { this.price = price; }

float getPrice() { return this.price;}

void setCount(int count) { this.count = count;}

int getCount() { return this.count;}

}\*/

namespace Homework12.\_09.\_23

{

internal class Program

{

static void Main(string[] args)

{

//2

shop[] s = new shop[3]

{

new shop(),

new shop(),

new shop()

};

Console.WriteLine("инициализация объекта с индексом 0");

shop.Input(ref s[0]);

Console.WriteLine("инициализация объекта с индексом 1");

shop.Input(ref s[1]);

Console.WriteLine("инициализация объекта с индексом 2");

shop.Input(ref s[2]);

s[0].Print();

s[1].Print();

s[2].Print();

int a, b, c,d;

string s1, s2;

s[0].getFields(out a,out b,out c,out d,out s1,out s2);

//1

/\*Enterprise s = new Enterprise("dddd", "ddddd", "ddddd", 100000, 2);

Console.WriteLine(Enterprise.GetCostGlobal(s));\*/

}

}

}