

```
1 namespace HurdleTest
2 {
3     public class Folder : Thing
4     {
5         private readonly List<Thing> _contents = [];
6
7         public Folder(string name) : base(name)
8         { }
9
10        public void Add(Thing toAdd)
11        {
12            _contents.Add(toAdd);
13        }
14
15        public override int Size()
16        {
17            int folderSize = 0;
18
19            for (int i = 0; i < _contents.Count; i++)
20            {
21                folderSize += _contents[i].Size();
22            }
23            return folderSize;
24        }
25
26        public override void Print()
27        {
28            int folderCount = 0;
29            int fileCount = 0;
30
31            foreach (Thing toAdd in _contents)
32            {
33                if (toAdd is Folder folder)
34                {
35                    folderCount++;
36                }
37                else if (toAdd is File file)
38                {
39                    fileCount++;
40                }
41            }
42
43            string folderText = folderCount.ToString();
44            string fileText = fileCount.ToString();
45
46            Console.WriteLine($"The Folder: '{Name}' contains {folderText} ↗
47                               folder(s) and {fileText} file(s) totalling {Size()} bytes:");
48            if (folderCount == 0)
```

```
49         foreach (var thing in _contents)
50         {
51             thing.Print();
52         }
53     }
54     else if (folderCount != 0)
55     {
56         foreach (var thing in _contents)
57         {
58             Console.WriteLine($"The Folder: '{thing.Name}' Size: {thing.Size()} bytes");
59         }
60     }
61     Console.WriteLine("");
62 }
63 }
64 }
```