Задача 1

жar brand = Console.ReadLine();

var price = double.Parse(Console.ReadLine());

if (price >= 1.0 && price <= 1000000.0 || price == 0)

{

var daysIn = int.Parse(Console.ReadLine());

if (daysIn >= 1 && daysIn <= 1000)

{

var sum = Math.Round(price \* 0.2, 2);

var sum1 = Math.Round(sum + price + 275, 2);

var sum2 =daysIn \* 20;

var sum3 = Math.Round(sum1 + sum2, 2);

var sum4 =Math.Round( sum3 \* 0.15, 2);

var sum5 = Math.Round(sum3 + sum4, 2);

Console.WriteLine("The {0} with initial price of {1} BGN will sell for {2} BGN", brand, price, sum5);

Console.WriteLine("Profit: {0} BGN", sum4);

}

}

Задача 2

var brand = Console.ReadLine();

var VIN = int.Parse(Console.ReadLine());

var state = Console.ReadLine();

var price = double.Parse(Console.ReadLine());

if (VIN >= 1000 && VIN <= 1000000)

{

if (state == "good" || state == "bad")

{

if (price >= 1.0 && price <= 2000000.0)

{

if (state == "good")

{

if (VIN < 90000 && VIN % 2 == 0)

{

var sum = Math.Round(price \* 0.15, 2 );

if (sum >= 400)

{

Console.WriteLine("yes - {0}", brand);

Console.WriteLine("profit - {0}", sum);

}

else

{

Console.WriteLine("no");

Console.WriteLine("VIN {0} is not valid", VIN);

Console.WriteLine("Cannot make discount, profit too low - {0}", sum);

}

}

else

{

var sum = Math.Round(price \* 0.15, 2);

if (sum >= 400)

{

Console.WriteLine("no");

Console.WriteLine("VIN {0} is not valid", VIN);

Console.WriteLine("Cannot make discount, profit too low - {0}", sum);

}

else

{

Console.WriteLine("no");

Console.WriteLine("VIN {0} is not valid", VIN);

Console.WriteLine("Cannot make discount, profit too low - {0}", sum);

}

}

}

else if (state == "bad")

{

Console.WriteLine("no");

Console.WriteLine("The car is in bad condition");

}

}

}

}

if (VIN < 1000 || VIN > 1000000)

{

if (state == "bad")

{

Console.WriteLine("no");

Console.WriteLine("The car is in bad condition");

Console.WriteLine("VIN {0} is not valid", VIN);

}

else if (state == "good")

{

Console.WriteLine("no");

Console.WriteLine("VIN {0} is not valid", VIN);

}

}

Задача 3

var model = Console.ReadLine();

var type = Console.ReadLine();

var season = Console.ReadLine();

var condition = Console.ReadLine();

var starterPrice = double.Parse(Console.ReadLine());

var finalProfit = double.Parse(Console.ReadLine());

if (type == "sedan" || type == "suv")

{

if (season == "winter" || season == "summer")

{

if (condition == "bad" || condition == "good" || condition == "perfect")

{

if (starterPrice >= 0.0 && starterPrice <= 2000000.0)

{

if (finalProfit >= 0.0 && finalProfit <= 2000000.0)

{

if (type == "suv")

{

if (condition == "perfect")

{

if (season == "winter")

{

var sum = Math.Round(starterPrice \* 0.3, 2);

var sum1 = Math.Round(sum - 200, 2);

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 =finalProfit - sum1;

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round(starterPrice \* 0.3, 2 );

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round(finalProfit - sum, 2 );

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

else if (condition == "good")

{

if (season == "winter")

{

var sum = Math.Round( starterPrice \* 0.2, 2);

var sum1 = Math.Round( sum - 200, 2);

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 = Math.Round(finalProfit - sum1, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round(starterPrice \* 0.2, 2);

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round(finalProfit - sum, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

else if (condition == "bad")

{

if (season == "winter")

{

var sum = Math.Round (starterPrice \* 0.1, 2);

var sum1 = Math.Round (sum - 200, 2);

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 = Math.Round(finalProfit - sum1, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round(starterPrice \* 0.1, 2);

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round(finalProfit - sum, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

}

else if (type == "sedan")

{

if (condition == "perfect")

{

if (season == "winter")

{

var sum = Math.Round(starterPrice \* 0.25, 2);

var sum1 = Math.Round(sum - 200, 2);

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 = Math.Round(finalProfit - sum1, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round(starterPrice \* 0.25, 2);

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round(finalProfit - sum, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

else if (condition == "good")

{

if (season == "winter")

{

var sum = Math.Round( starterPrice \* 0.15, 2);

var sum1 = sum - 200;

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 = Math.Round(finalProfit - sum1, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round( starterPrice \* 0.15, 2);

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round( finalProfit - sum, 2);

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

else if (condition == "bad")

{

if (season == "winter")

{

var sum = Math.Round (starterPrice \* 0.1, 2);

var sum1 = Math.Round( sum - 200, 2);

if (sum1 > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum1);

}

else

{

var sum2 = Math.Round(finalProfit - sum1, 2 );

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

else if (season == "summer")

{

var sum = Math.Round( starterPrice \* 0.1, 2);

if (sum > finalProfit)

{

Console.WriteLine("The profit on {0} will be good - {1} BGN", model, sum);

}

else

{

var sum2 = Math.Round( finalProfit - sum, 2 );

Console.WriteLine("The car is not worth selling now");

Console.WriteLine("Need {0} more profit", sum2);

}

}

}

}

}

}

}

}

}

Задача …

using System;

namespace ConsoleApp37

{

class Program

{

static void Main(string[] args)

{

var n = double.Parse(Console.ReadLine());

for (int i = 0; i < n; i++)

{

var model = Console.ReadLine();

var typeOfCar = Console.ReadLine();

var typeOfFuel = Console.ReadLine();

var status = Console.ReadLine();

var price = double.Parse(Console.ReadLine());

var kmOfTheCar = int.Parse(Console.ReadLine());

if (typeOfCar == "coupe" || typeOfCar == "sedan")

{

if (typeOfFuel == "gasoline" || typeOfFuel == "diesel")

{

if (status == "vip" || status == "normal")

{

if (price >= 0.0 && price <= 2000000.0)

{

if (kmOfTheCar >= 0 && kmOfTheCar <= 2000000)

{

if (status == "vip")

{

if (typeOfCar == "coupe" && typeOfFuel == "gasoline")

{

if (price > 100000)

{

var category1 = "supersport";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category1);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else

{

var category = "sport";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

else if (typeOfCar == "coupe" && typeOfFuel == "diesel")

{

var category = "ecosport";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else if (typeOfCar == "sedan" && typeOfFuel == "gasoline")

{

if (price > 80000)

{

var category = "limousine";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else

{

var category1 = "executive";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category1);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

else if (typeOfCar == "sedan" && typeOfFuel == "diesel")

{

var category = "economic";

price += 200;

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

else if (status == "normal")

{

if (typeOfCar == "coupe" && typeOfFuel == "gasoline")

{

if (price > 100000)

{

var category1 = "supersport";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category1);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else

{

var category = "sport";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

else if (typeOfCar == "coupe" && typeOfFuel == "diesel")

{

var category = "ecosport";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else if (typeOfCar == "sedan" && typeOfFuel == "gasoline")

{

if (price > 80000)

{

var category = "limousine";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

else

{

var category1 = "executive";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category1);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

else if (typeOfCar == "sedan" && typeOfFuel == "diesel")

{

var category = "economic";

double gasolineperc = 1 / n;

double gasolineperce = gasolineperc \* 100;

double dieselperc = 1 / n;

double dieselperce = dieselperc \* 100;

Console.WriteLine("Car model - {0}", model);

Console.WriteLine("Category - {0}", category);

Console.WriteLine("Type - {0}", typeOfCar);

Console.WriteLine("Fuel - {0}", typeOfFuel);

Console.WriteLine("Kilometers - {0}", kmOfTheCar);

Console.WriteLine("Price - {0}", price);

Console.WriteLine("Gasoline cars: {0}%", gasolineperce);

Console.WriteLine("Diesel cars: {0}%", dieselperce);

}

}

}

}

}

}

}

}

}

}

}