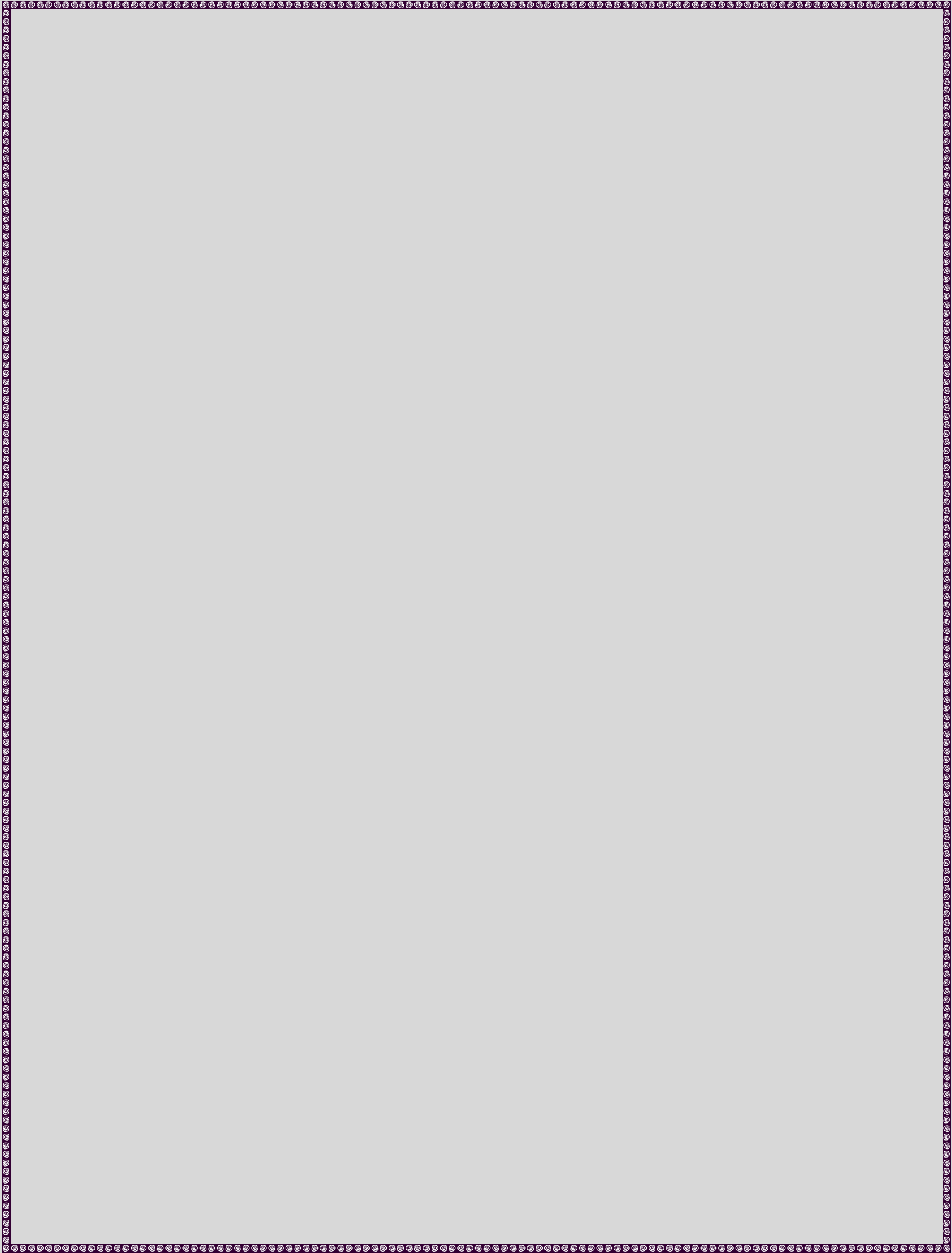


الاسم: إيناس محمد محمد الحاج الحداد

الدكتورة: سعاد عثمان

تكليف



```

public class Customer
{
    public string Name { get; set; }
    public bool Member { get; set; } = false;
    public string MemberType { get; set; }

    public Customer(string name)
    {
        this.Name = name;
    }

    public string GetName()
    {
        return this.Name;
    }

    public bool IsMember()
    {
        return this.Member;
    }
    public void SetMember(bool member)
    {
        this.Member = member;
    }

    public string GetMemberType()
    {
        return this.MemberType;
    }

    public void SetMemberType(string type)
    {
        this.MemberType = type;
    }

    public override string ToString()
    {
        return $"Customer {this.Name} ({this.MemberType})";
    }
}

```

```

public class Visit
{
    public Customer Customer { get; set; }
    public DateTime Date { get; set; }
    public double ServiceExpense { get; set; }
    public double ProductExpense { get; set; }
}

```

```

public Visit(string name, DateTime date)
{
    this.Customer = new Customer(name);
    this.Date = date;
}

public string GetName()
{
    return this.Customer.Name;
}

public double GetServiceExpense()
{
    return this.ServiceExpense;
}

public void SetServiceExpense(double ex)
{
    this.ServiceExpense = ex;
}

public double GetProductExpense()
{
    return this.ProductExpense;
}

public void SetProductExpense(double ex)
{
    this.ProductExpense = ex;
}

public double GetTotalExpense()
{
    return this.ServiceExpense + this.ProductExpense;
}

public override string ToString()
{
    return $"Visit {this.Customer.Name} ({this.Date}), {this.GetTotalExpense()}";
}
}

public class DiscountRate
{
    public double ServiceDiscountPremium { get; set; } = 0.2;
    public double ServiceDiscountGold { get; set; } = 0.15;
    public double ServiceDiscountSilver { get; set; } = 0.1;
    public double ProductDiscountPremium { get; set; } = 0.1;
    public double ProductDiscountGold { get; set; } = 0.1;
    public double ProductDiscountSilver { get; set; } = 0.1;
}

```

```
public double GetServiceDiscountRate(string type)
{
    switch (type)
    {
        case "Premium":
            return this.ServiceDiscountPremium;
        case "Gold":
            return this.ServiceDiscountGold;
        case "Silver":
            return this.ServiceDiscountSilver;
        default:
            return 0;
    }
}

public double GetProductDiscountRate(string type)
{
    switch (type)
    {
        case "Premium":
            return this.ProductDiscountPremium;
        case "Gold":
            return this.ProductDiscountGold;
        case "Silver":
            return this.ProductDiscountSilver;
        default:
            return 0;
    }
}
```

```
using System;

public abstract class Animal
{
    protected string name;

    public Animal(string name)
    {
        this.name = name;
    }

    public abstract void greets();
}

public class Cat : Animal
{
    public Cat(string name) : base(name)
    {
    }

    public override void greets()
    {
        Console.WriteLine("Meow");
    }
}

public class Dog : Animal
{
    public Dog(string name) : base(name)
    {
    }

    public override void greets()
    {
        Console.WriteLine("Woof");
    }

    public void greets(Dog another)
    {
        Console.WriteLine("Wooooof");
    }
}

public class BigDog : Dog
{
    public BigDog(string name) : base(name)
    {
    }
}
```

```
public override void greets()
{
    Console.WriteLine("Woow");
}

public void greets(BigDog another)
{
    Console.WriteLine("Woowooooow");
}

public class Program
{
    public static void Main(string[] args)
    {
        Cat cat = new Cat("Fluffy");
        cat.greets();

        Dog dog = new Dog("Buddy");
        dog.greets();

        BigDog bigDog = new BigDog("Max");
        bigDog.greets();

        Dog anotherDog = new Dog("Charlie");
        dog.greets(anotherDog);

        BigDog anotherBigDog = new BigDog("Rocky");
        bigDog.greets(anotherBigDog);

        Console.ReadLine();
    }
}
```

```
// تعريف الواجهة
public interface GeometricObject
{
    double getPerimeter();
    double getArea();
}

// تعريف فئة
public class Circle : GeometricObject
{
    protected double radius;

    // تعريف مُنشئ فئة
    public Circle(double radius)
    {
        this.radius = radius;
    }

    // لحساب محيط الدائرة getPerimeter() تعريف طريقة
    public double getPerimeter()
    {
        return 2 * Math.PI * radius;
    }

    // لحساب مساحة الدائرة getArea() تعريف طريقة
    public double getArea()
    {
        return Math.PI * radius * radius;
    }

    // لعرض معلومات الدائرة toString() تعريف طريقة
    public override string ToString()
    {
        return "Circle[radius=" + radius + "]";
    }
}

// تعريف الواجهة Resizable
public interface Resizable
{
    void resize(int percent);
}

// تعريف فئة ResizableCircle
public class ResizableCircle : Circle, Resizable
{
    // تعريف مُنشئ فئة
    public ResizableCircle(double radius) : base(radius)
    {
    }
}
```



```

    {
    }

    // تغيير حجم الدائرة resize() تعريف طريقة
    public void resize(int percent)
    {
        radius *= percent / 100.0;
    }
}

// مثال على استخدام فئة ResizableCircle
public class Program
{
    public static void Main(string[] args)
    {
        // إنشاء دائرة جديدة
        ResizableCircle circle = new ResizableCircle(10);

        // عرض معلومات الدائرة
        Console.WriteLine(circle);

        // تغيير حجم الدائرة بنسبة 50%
        circle.resize(50);

        // عرض معلومات الدائرة بعد التغيير
        Console.WriteLine(circle);
    }
}

**مخرجات البرنامج**

Circle[radius=10]
Circle[radius=15]

```

كائنات معقدة MyComplex تُعرّف فئة MyComplex. يعرض كودًا لفئة C# الصورة التي أرسلتها هي لقطة شاشة لبرنامج، وهي أعداد جبرية لها جزء حقيقي وجزء تخيلي.

:على النحو التالي MyComplex يُعرّف رمز فئة

```
```c#
public class MyComplex
{
 public double real = 0.0;
 public double imag = 0.0;

 public MyComplex() {}

 public MyComplex(double real, double imag)
 {
 this.real = real;
 this.imag = imag;
 }
 public double getReal()
 {
 return real;
 }

 public void setReal(double real)
 {
 this.real = real;
 }

 public double getImag()
 {
 return imag;
 }

 public void setImag(double imag)
 {
 this.imag = imag;
 }
 public void setValue(double real, double imag)
 {
 this.real = real;
 this.imag = imag;
 }

 public override string ToString()
 {
 return "(" + real + " + " + imag + "i)";
 }

 public bool isReal()
```

```
{
 return imag == 0;
}

public bool isImaginary()
{
 return real == 0;
}
public bool equals(double real, double imag)
{
 return this.real == real && this.imag == imag;
}

public bool equals(MyComplex another)
{
 return this.real == another.real && this.imag == another.imag;
}

public double magnitude()
{
 return Math.Sqrt(real * real + imag * imag);
}

public double argument()

{
 return Math.Atan2(imag, real);
}

public MyComplex add(MyComplex right)
{
 return new MyComplex(real + right.real, imag + right.imag);
}

public MyComplex addNew(MyComplex right)
{
 real += right.real;
 imag += right.imag;
 return this;
}

public MyComplex subtract(MyComplex right)
{
 return new MyComplex(real - right.real, imag - right.imag);
}

public MyComplex subtractNew(MyComplex right)
{

```

```
 real -= right.real;
 imag -= right.imag;
 return this;
}

public MyComplex multiply(MyComplex right)
{
 return new MyComplex((real * right.real) - (imag * right.imag), (real * right.imag) + (imag *
right.real));
}

public MyComplex multiplyNew(MyComplex right)
{
 double newReal = (real * right.real) - (imag * right.imag);
 double newImag = (real * right.imag) + (imag * right.real);
 real = newReal;
 imag = newImag;
 return this;
}

public MyComplex divide(MyComplex right)
{
 double denom = right.real * right.real + right.imag * right.imag;
 return new MyComplex((real * right.real + imag * right.imag) / denom, (imag * right.real -
real * right.imag) / denom);
}

public MyComplex conjugate()
{
 return new MyComplex(real, -imag);
}
}
```

```

public class Customer
{
 public int id { get; set; }
 public string name { get; set; }

 public Customer(int id, string name)
 {
 this.id = id;
 this.name = name;
 }

 public override string ToString()
 {
 return "Customer {id}: {name}";
 }
}

public class Account
{
 public int id { get; set; }
 public Customer customer { get; set; }
 public double balance { get; set; }

 public Account(int id, Customer customer, double balance)
 {
 this.id = id;
 this.customer = customer;
 this.balance = balance;
 }

 public override string ToString()
 {
 return "Account {id}: {customer}: {balance}";
 }
}

```

على سبيل المثال، يمكن استخدام الكود التالي. Account و Customer يمكن استخدام هذا الكود لإنشاء كائنات جديدة من نوع "John Doe" جديد بقيمة معرف 1 واسم Customer لإنشاء كائن

```
Customer customer = new Customer(1, "John Doe");
```

```
Account account = new Account(2, customer, 100);
```

هذا لعرض معلومات الحساب. على سبيل المثال، يمكن استخدام الكود التالي لعرض معرف Account يمكن بعد ذلك استخدام كائن الحساب واسم العميل والرصيد:

```
Console.WriteLine(account.id); // 2
Console.WriteLine(account.customer.name); // John Doe
Console.WriteLine(account.balance); // 100
```

```
public class Date
{
 public int day { get; set; }
 public int month { get; set; }
 public int year { get; set; }

 public Date()
 {
 this.day = 1;

 this.month = 1;
 this.year = 1900;
 }

 public Date(int day, int month, int year)
 {
 this.day = day;
 this.month = month;
 this.year = year;
 }

 public int getDay()
 {
 return this.day;
 }

 public void setDay(int day)
 {
 this.day = day;
 }

 public int getMonth()
 {
 return this.month;
 }

 public void setMonth(int month)
 {
 this.month = month;
 }

 public int getYear()
 {
 return this.year;
 }

 public void setYear(int year)
 {
 this.year = year;
 }
}
```

```
public string toString()
{
 return string.Format("{0:02}/{1:02}/{2:04}", this.day, this.month, this.year);
}
```