using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Practice1

{

internal class Program

{

public static void Main(string[] args)

{

Vesy vesy = new Vesy();

Barier barier = new Barier();

Car car = new Car();

Controller controller = new Controller(vesy, barier);

controller.Control(car);

Console.ReadKey();

}

}

public class Controller

{

private Vesy V;

private Barier B;

private int MaxMas;

public Controller(Vesy V, Barier B)

{

this.V = V;

this.B = B;

MaxMas = 5;

}

public void Control(Car C)

{

V.SetMas(C);

if (V.GetMas() <= MaxMas)

B.Open();

else Console.WriteLine("Вес >");

}

}

public class Barier

{

private bool Status;

public Barier()

{

Status = false;

}

public void Close()

{

Status = false;

}

public void Open()

{

Status = true;

Console.WriteLine("Машина может проехать");

Close();

}

}

public class Vesy

{

private int Mas;

public Vesy()

{

Mas = 0;

Console.WriteLine("Весы готовы");

}

public void SetMas(Car C)

{

Mas = C.GetMas();

}

public int GetMas()

{

int A = Mas;

Mas = 0;

return A;

}

}

public class Car

{

private int Mas\_Car;

public Car()

{

Random random = new Random();

Mas\_Car = random.Next(8) + 1;

}

public int GetMas()

{

Console.WriteLine($"Вес машины: {Mas\_Car}");

return Mas\_Car;

}

}

}