Класс Program

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Doorphone

{

internal class Program

{

static void Main(string[] args)

{

Doorphone1 homePhone = new Doorphone1(120, 1234);

List<Guest> users = new List<Guest>();

Guest guest = new Guest(200);

users.Add(guest);

guest = new Owner(120, 1234);

users.Add(guest);

guest = new Guest(120);

users.Add(guest);

guest = new Owner(120, 12345);

users.Add(guest);

foreach (Guest user in users)

{

homePhone.GetCall(guest.Call());

}

List<Owner> owners = new List<Owner>();

Owner owner = new Owner(120, 1234);

owner = new Owner(120, 1234);

owners.Add(owner);

owner = new Owner(120, 12345);

owners.Add(owner);

owner = new Owner(120, 1234);

owners.Add(owner);

owner = new Owner(120, 1234);

owners.Add(owner);

foreach (Owner owner1 in owners)

{

homePhone.GetCall(owner1.Call());

homePhone.Getkey(owner1.OpenbyKey());

}

Console.ReadLine();

}

}

}

Класс Doorphone1

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Doorphone

{

internal class Doorphone1

{

private int flat;

private int key;

public Doorphone1(int flat, int key)

{

this.flat = flat;

this.key = key;

}

public void Getkey(int key)

{

if (this.key == key)

{

Console.WriteLine("Дверь открылась");

}

else

{

Console.WriteLine("Ключ не верный");

}

}

public void GetCall(int flat)

{

if (flat <= this.flat)

{

Random random = new Random();

if (random.Next(1) == 1)

{

Console.WriteLine("Дверь открыта");

}

else

{

Console.WriteLine("Дома никого нет");

}

}

else

{

Console.WriteLine("Такой квартиры нет");

}

}

}

}

Класс Owner

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Doorphone

{

internal class Owner : Guest

{

private int key;

public Owner(int flat, int key) : base(flat)

{

this.key = key;

}

public int OpenbyKey()

{

return key;

}

}

}

Класс Guest

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Doorphone

{

internal class Guest

{

private int flat;

public Guest(int flat)

{

this.flat = flat;

}

public int Call()

{

Random random = new Random();

return random.Next(flat - 1) + 1;

}

}

}