Foundation 4- Design Activity

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Cycling

using System;

using System.Collections.Generic;

public class Cycling : Activity

{

private double \_speed;

public Cycling(DateTime date, int duration, double speed) : base(date, duration)

{

\_speed = speed;

}

public override double GetDistance()

{

return \_speed \* (double) Duration / 60;

}

Then for swimming it might look like this:

using System;

using System.Collections.Generic;

public class Swimming : Activity

{

private int \_laps;

private const double LapLengthInKm = 50.0 / 1000;

public Swimming(DateTime date, int duration, int laps) : base(date, duration)

{

\_laps = laps;

}

My next program will be Running:

using System;

using System.Collections.Generic;

public class Running : Activity

{

private double \_distance;

public Running(DateTime date, int duration, double distance) : base(date, duration)

{

\_distance = distance;

}

This is what I have so far for my design and how my program will run.