using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CarDealer

{

public class Car

{

//record details of car (properties)

public int bay;

private string regnumber;

private string make;

private string model;

private int year;

private int price;

private string filename;

public Car()

{

}

//create car

public Car(int bay, string regnumber, string make, string model, int year, int price, string filename)

{

this.bay = bay;

this.regnumber = regnumber;

this.make = make;

this.model = model;

this.year = year;

this.price = price;

this.filename = filename;

}

public void SetBay(int newValue)

{

//set a new value

bay = newValue;

}

public int GetBay()

{

//return property vallue

return bay;

}

public void SetRegnumber(string newValue)

{

regnumber = newValue;

}

public string GetRegnumber()

{

return regnumber;

}

public void SetMake(string newValue)

{

make = newValue;

}

public string GetMake()

{

return make;

}

public void SetModel(string newValue)

{

model = newValue;

}

public string GetModel()

{

return model;

}

public void SetYear(int newValue)

{

year = newValue;

}

public int GetYear()

{

return year;

}

public void SetPrice(int newValue)

{

price = newValue;

}

public int GetPrice()

{

return price;

}

public void SetFilename(string newValue)

{

filename = newValue;

}

public string GetFilename()

{

return filename;

}

public override string ToString()

{

//override properties in subclass

return $"[Bay: {bay}], registration number: {regnumber}, make: {make}, model: {model}, year: {year}, price: {price}, photo {filename}";

}

}

}