

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using Slogan;
7 using BooksOptions;
8
9 namespace BooksRent
10 {
11     public class BooksRentClass
12     {
13     }
14
15     public class RentBooks
16     {
17         public void RentInput()
18         {
19             SloganDisplay display = new SloganDisplay(); //slogan
20             display.Display();
21             try
22             {
23                 BooksOptionsClass rentOptions = new BooksOptionsClass(); //books  ➤
24                 options, rent options
25                 rentOptions.RentOptions();
26                 Console.WriteLine("Enter Product Name:  ➤
27                 (Exclude author when entering product name)");
28                 string productName = Console.ReadLine(); //get user input and call  ➤
29                 it productName
30
31                 string[] names = new string[8] { "Anna Karenina", "Madame Bovary",  ➤
32                 "War and Peace", "The Great Gatsby", "Lolita", "Middlemarch",  ➤
33                 "The Adventures of Huckleberry Finn", "The Hobbit"};
34                 if (names.Any(productName.Equals)) //make sure productName =  ➤
35                 names, if not go to else
36                 {
37                     Console.WriteLine("How many days would you like to rent  ➤
38                     this?");
39                     int rentdays = Convert.ToInt16(Console.ReadLine());
40                     ReturnDate returndate = new ReturnDate();
41                     string thereturndate = returndate.ReturnDateCal(rentdays);
42                     double totalrentcost = returndate.RentCost(rentdays);
43                     Display newDisplay = new Display();
44                     newDisplay.EndDisplay(productName, thereturndate,  ➤
45                     totalrentcost);
46                 }
47             }
48             else
49             {
50                 SloganDisplay displayError = new SloganDisplay(); //displays  ➤
51                 slogan
52                 displayError.Display();
53                 Console.WriteLine("Please enter an avalible title\n Press  ➤
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        enter to continue");
44         Console.ReadLine();
45         RentInput(); //return to rentinput, have user try again
46     }
47
48     }
49     catch (Exception myerror)
50     {
51
52         Console.WriteLine(myerror.Message);
53     }
54 }
55
56 }
57
58 public class ReturnDate
59 {
60     public string ReturnDateCal(int numberdays)
61     {
62         int mynumberdays = numberdays;
63         DateTime today = DateTime.Now;
64         DateTime returndate = today.AddDays(mynumberdays); //adds the number ➤
65         string productreturndate = returndate.ToString("MM/dd/yyyy"); // ➤
66         return productreturndate;
67     }
68     public double RentCost(int numberdays)
69     {
70         double mynumberdays = Convert.ToDouble(numberdays); //number of days ➤
71         double totalrent = numberdays * .50;
72         return totalrent;
73     }
74 }
75
76
77 public class Display
78 {
79     public void EndDisplay(string productName, string therentdate, double ➤
80         totalrentcost)//display the return date, productName and cost of the ➤
81         item
82     {
83         SloganDisplay dis = new SloganDisplay();
84         string finalRentdate = therentdate;
85         string finalProductName = productName;
86         double finalRentcost = totalrentcost;
87         Console.WriteLine("Thank you for renting " + finalProductName + "\n" + ➤
88             "It will need to be return on " + finalRentdate + "\n" + "Total ➤
89             rental cost is " + finalRentcost.ToString("C") + "\n" + "Please ➤
90             press enter to return to the Blocks Books Menu");
91         Console.ReadLine();
92     }
93 }
```

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87
88     }
89 }
90
91 }
92
```