

```
This Apple weighs: 5 oz, and its Color is: Red.  
This Apple weighs: 6 oz, and its Color is: Green.  
This Banana weighs: 4 oz, and its Color is: Green and is not imported.  
This Banana weighs: 8 oz, and its Color is: Yellow and is imported.
```



```

/*****
* Name: Chris Singleton
* Date: 10/17/2016
*****/
* Summary: 1. Create a Console Class, Parent class and two Child Classes.
*           2. Instantiate Objects with Property Values in the Program Class of the Console,
*           3. By Adding property values to Object parameters in the Program Class of the Console.
*           4. Pass Properties directly from the Child Classes to the Program Object parameter values,
*           5. And capture the values directly in the Program Class.
*           6. Child Classes directly inherit the Weight Property from the Parent Fruit Class.
*           7. Capture the Objects properties to methods that write out to the Console.
*           8. In the argument, Import property value only shows in the write string, based on being true.*
*           9. Note: Write out the Import object property values in the string placeholders.
*****/

```

```

//===== Parent Class Fruit =====

namespace ChrisSingletonFruit
{
    // Weight is inherited to the children (Apple & Banana).
    public class Fruit
    {
        public int Weight { get; set; }
    }
}

```

(Weight is Inherited to the Child Classes)

```

//===== Child Class Apple =====

namespace ChrisSingletonFruit
{
    // Allow passing of the child's objects properties.
    public class Apple : Fruit
    {
        // Get and Set the Property Color.
        public string Color { get; set; }

        //Default Apple Constructor.
        public Apple()
        {
        }

        // Call's the default Apple Constructor.
        public Apple(string color, int weight)
        {
            Color = color;
            Weight = weight;
        }
    }
}

```

```

//===== Child Class Banana =====

namespace ChrisSingletonFruit
{
    // Use the Constructor with parameters to allow passing of the child Banana objects properties.
    public class Banana : Fruit
    {
        // Get and Set the Properties Color and Imported.
        public string Color { get; set; }
        public bool Imported { get; set; }

        // Default Banana Constructor.
        public Banana()
        {
        }

        // Child Banana's Constructor with Parameters weight and imported.
        public Banana(string color, int weight, bool imported)
        {
            Color = color;
            Weight = weight;
            Imported = imported;
        }
    }
}

```

(Parameters Pass Properties)

```

//===== Program Class =====

using System;

namespace ChrisSingletonFruit
{
    public class Program
    {
        // private static readonly string Imported;
        static void Main(string[] args)
        {
            /* Note: The constructors in the Child Classes are getting weight from the
               Fruit class, then passing properties to the Pre-Set Parameter Property values of the objects.
               Instantiate an object instance of a new object, call constructor, new returns reference to object.*/
            Apple Apple1 = new Apple("Red", 5); // Note the Pre-Set Property Values in the Object's Parameter.
            Apple Apple2 = new Apple("Green", 6);

            Banana Banana1 = new Banana("Green", 4, false);
            Banana Banana2 = new Banana("Yellow", 8, true);

            // Print out the Objects.
            PrintApple(Apple1);
            PrintApple(Apple2);

            PrintBanana(Banana1);
            PrintBanana(Banana2);

            Console.ReadKey(); // Pause the Console Screen.

            /* Pass the Print Object values to the methods. Note: Doesn't matter the name, it will take on any
               Apple parameter with values. */
            private static void PrintApple(Apple applePassedIn)
            {
                Console.WriteLine("\nThis Apple weighs: {0} oz, and its Color is: {1}", applePassedIn.Weight,
                    applePassedIn.Color+ ".");
            }

            // Pass the Parameter Values to the string, while only allowing a true Boolean condition.
            private static void PrintBanana(Banana Banana2)
            {
                string isImported;
                if (Banana2.Imported) // Boolean Argument (true)
                {
                    isImported = "is imported.";
                }
                else // (false)
                {
                    isImported = "is not imported.";
                }

                Console.WriteLine("\nThis Banana weighs: {0} oz, and its Color is: {1} and {2}", Banana2.Weight,
                    Banana2.Color, isImported);
            }
        }
    }
}

```

To Objects with Parameter values.

Please Note: The Values are preset in the objects. When the parameter properties are passed, they capture the preset values. (Directly Linked)

Place Holders for Object.Property (Values)