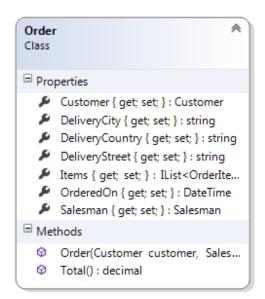
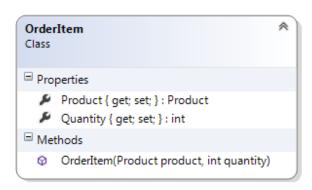
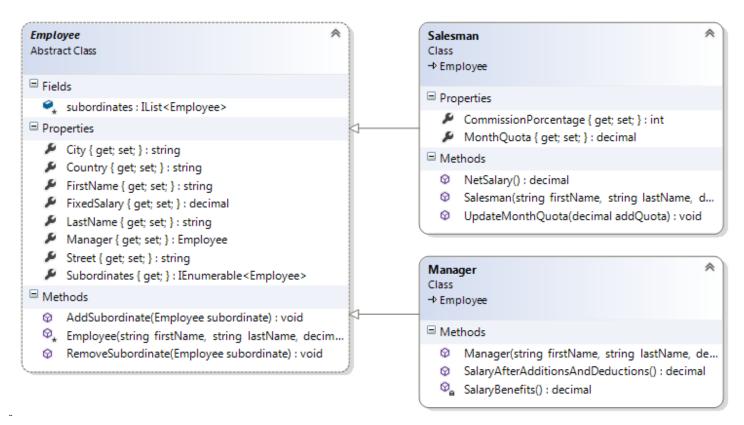
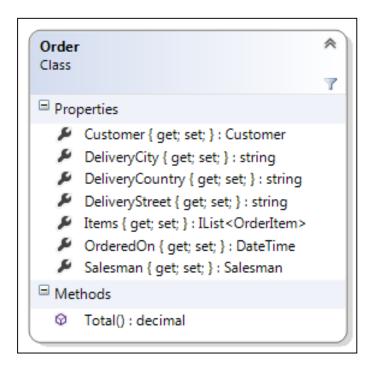
FIRST COURSE







FIRST HOLE



```
public class Order
{
     public decimal Total()
     {
         decimal totalItems = 0;
         foreach (var item in this.Items)
         {
             decimal totalItem = 0;
             decimal itemAmount = item.Product.UnitPrice * item.Quantity;
             if (item.Product.Category == ProductCategory.Accessories)
                 decimal booksDiscount = 0;
                 if (itemAmount >= 100)
                 {
                     booksDiscount = itemAmount * 10 / 100;
                 totalItem = itemAmount - booksDiscount;
             }
             if (item.Product.Category == ProductCategory.Bikes)
             {
                 // 20% discount for Bikes
                 totalItem = itemAmount - itemAmount * 20 / 100;
             }
             if (item.Product.Category == ProductCategory.Cloathing)
             {
                 decimal cloathingDiscount = 0;
                 if (item.Quantity > 2)
                     cloathingDiscount = item.Product.UnitPrice;
                 totalItem = itemAmount - cloathingDiscount;
             totalItems += totalItem;
         }
         if (this.DeliveryCountry == "USA")
         {
             //total=totalItems + tax + 0 shipping
             return totalItems + totalItems * 5 / 100;
         }
         //total=totalItems + tax + 15 shipping
         return totalItems + totalItems * 5 / 100 + 15;
     }
```

FIRST HOLE

```
⋄
Order
Class
                                          Y
Properties
  Customer { get; set; } : Customer
  DeliveryCity { get; set; } : string
  DeliveryCountry { get; set; } : string
  DeliveryStreet { get; set; } : string
  Items { get; set; } : IList < OrderItem >
  OrderedOn { get; set; } : DateTime
  Salesman { get; set; } : Salesman
■ Methods
  © Shipping(): int
  © Tax(decimal totalItems) : decimal
  © TotalItem(OrderItem item) : decimal
  Φ<sub>α</sub> TotalItems() : decimal
```

```
public class Order
{
    public decimal Total()
    {
        var totalItems = this.TotalItems();
        var tax = this.Tax(totalItems);
        var shipping = this.Shipping();

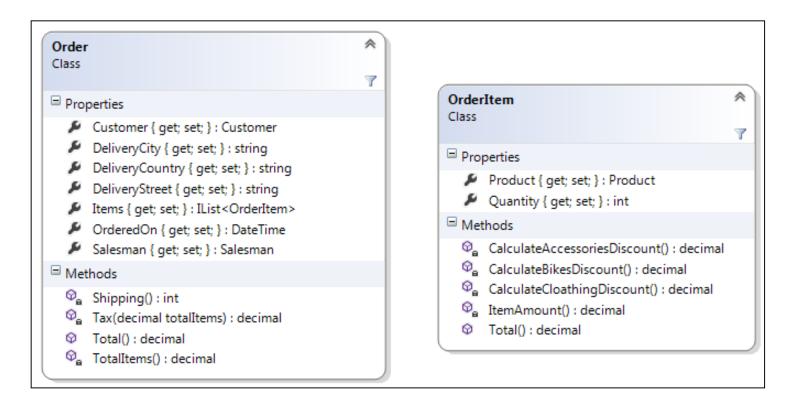
        return totalItems + tax + shipping;
    }

    private int Shipping()
    {
        int shipping = 15;
        if (this.DeliveryCountry == "USA")
        {
            shipping = 0;
        }
        return shipping;
    }
}
```

```
private decimal Tax(decimal totalItems)
    return totalItems * 5 / 100;
private decimal TotalItems()
    decimal totalItems = 0;
    foreach (var item in this.Items)
        var itemAmount = TotalItem(item);
        totalItems += itemAmount;
    return totalItems;
}
private decimal TotalItem(OrderItem item)
    decimal totalItem = 0;
    decimal itemAmount = item.Product.UnitPrice*item.Quantity;
    if (item.Product.Category == ProductCategory.Accessories)
    {
        decimal booksDiscount = 0;
        if (itemAmount >= 100)
        {
            booksDiscount = itemAmount*10/100;
        totalItem = itemAmount - booksDiscount;
    if (item.Product.Category == ProductCategory.Bikes)
    {
        // 20% discount for Bikes
        totalItem = itemAmount - itemAmount * 20 / 100;
    if (item.Product.Category == ProductCategory.Cloathing)
        decimal cloathingDiscount = 0;
        if (item.Quantity > 2)
        {
            cloathingDiscount = item.Product.UnitPrice;
        totalItem = itemAmount - cloathingDiscount;
    }
    return totalItem;
}
```

}

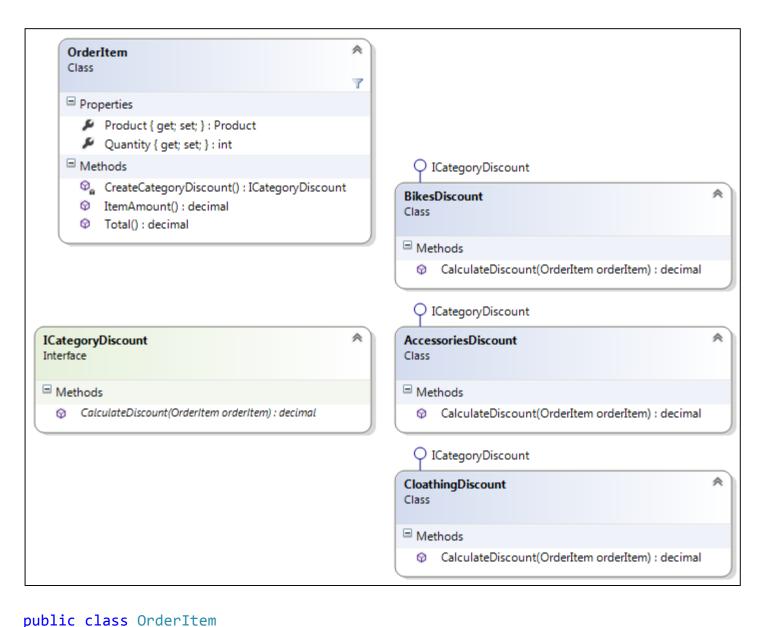
SECOND HOLE



```
public class Order
{
    private decimal TotalItems()
    {
        decimal totalItems = 0;
        foreach (var item in this.Items)
        {
            totalItems += item.Total();
        }
        return totalItems;
    }
}
```

```
public class OrderItem
    public decimal Total()
        decimal discount = 0;
        if (Product.Category == ProductCategory.Accessories)
            discount = this.CalculateAccessoriesDiscount();
        if (Product.Category == ProductCategory.Bikes)
            discount = this.CalculateBikesDiscount();
        if (Product.Category == ProductCategory.Cloathing)
            discount = this.CalculateCloathingDiscount();
        return this.ItemAmount() - discount;
    }
    private decimal CalculateAccessoriesDiscount()
        decimal discount = 0;
        if (this.ItemAmount() >= 100)
            discount = this.ItemAmount() * 10 / 100;
        return discount;
    }
   private decimal CalculateBikesDiscount()
        return this.ItemAmount() * 20 / 100;
    private decimal CalculateCloathingDiscount()
        decimal discount = 0;
        if (this.Quantity > 2)
            discount = this.Product.UnitPrice;
        return discount;
    }
    private decimal ItemAmount()
        return this.Product.UnitPrice * this.Quantity;
}
```

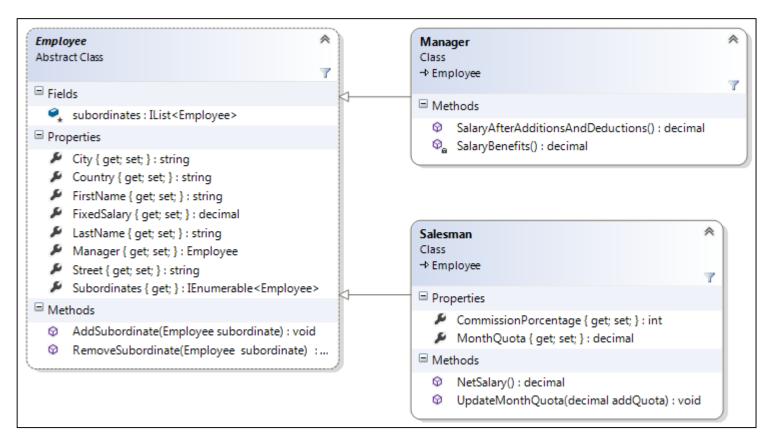
THIRD HOLE



```
if (this.Product.Category == ProductCategory.Bikes)
            categoryDiscount = new BikesDiscount();
        if (this.Product.Category == ProductCategory.Cloathing)
            categoryDiscount = new CloathingDiscount();
        return categoryDiscount;
    }
}
public interface ICategoryDiscount
    decimal CalculateDiscount(OrderItem orderItem);
}
public class AccessoriesDiscount : ICategoryDiscount
{
    public decimal CalculateDiscount(OrderItem orderItem)
        decimal discount = 0;
        if (orderItem.ItemAmount() >= 100)
            discount = orderItem.ItemAmount() * 10 / 100;
        return discount;
    }
}
public class BikesDiscount : ICategoryDiscount
{
    public decimal CalculateDiscount(OrderItem orderItem)
    {
        return orderItem.ItemAmount() * 20 / 100;
    }
}
public class CloathingDiscount : ICategoryDiscount
{
    public decimal CalculateDiscount(OrderItem orderItem)
        decimal discount = 0;
        if (orderItem.Quantity > 2)
            discount = orderItem.Product.UnitPrice;
        return discount;
    }
}
```

FOURTH HOLE

PREVIOUS HOLE



```
public abstract class Employee
{
    protected IList<Employee> subordinates = new List<Employee>();

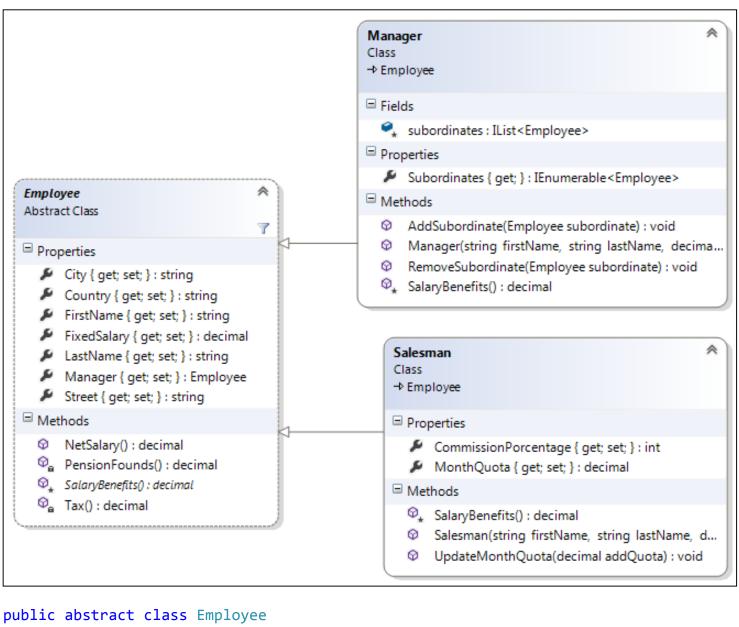
    public IEnumerable<Employee> Subordinates
    {
        get { return subordinates.ToArray(); }
    }

    protected Employee(string firstName, string lastName, decimal fixedSalary)
    {
        this.FirstName = firstName;
        this.LastName = lastName;
        this.FixedSalary = fixedSalary;
    }

    public void AddSubordinate(Employee subordinate)
    {
        subordinates.Add(subordinate);
        subordinate.Manager = this;
    }
}
```

```
public void RemoveSubordinate(Employee subordinate)
        subordinates.Remove(subordinate);
        subordinate.Manager = null;
    }
}
public class Salesman : Employee
{
    public decimal NetSalary()
    {
        decimal benefits = this.MonthQuota * this.CommissionPorcentage / 100;
        decimal pensionFounds = this.FixedSalary * 10 / 100;
        decimal tax = 0;
        if (FixedSalary > 3500)
            tax = FixedSalary * 5 / 100;
        return this.FixedSalary + benefits - pensionFounds - tax;
   }
}
public class Manager : Employee
{
    public decimal SalaryAfterAdditionsAndDeductions()
    {
        decimal benefits = SalaryBenefits();
        decimal pensionFounds = this.FixedSalary * 10 / 100;
        decimal tax = 0;
        if (FixedSalary > 3500)
            tax = FixedSalary * 5 / 100;
        return this.FixedSalary + benefits - pensionFounds - tax;
    }
   private decimal SalaryBenefits()
   {
        return this.subordinates.Count * 20;
    }
}
```

CURRENT HOLE



```
public decimal NetSalary()
{
    return this.FixedSalary + SalaryBenefits() - PensionFounds() - Tax();
}

private decimal Tax()
{
    decimal tax = 0;
    if (this.FixedSalary > 3500)
        tax = this.FixedSalary*5/100;
    return tax;
}
```

```
private decimal PensionFounds()
        return this.FixedSalary * 10 / 100;
    }
    protected abstract decimal SalaryBenefits();
}
public class Salesman : Employee
{
    protected override decimal SalaryBenefits()
    {
        return this.MonthQuota * this.CommissionPorcentage / 100;
    }
}
public class Manager : Employee
{
    protected IList<Employee> subordinates = new List<Employee>();
    protected override decimal SalaryBenefits()
        return this.subordinates.Count * 20;
    }
    public IEnumerable<Employee> Subordinates
        get { return subordinates.ToArray(); }
    }
    public void AddSubordinate(Employee subordinate)
        subordinates.Add(subordinate);
        subordinate.Manager = this;
    }
    public void RemoveSubordinate(Employee subordinate)
        subordinates.Remove(subordinate);
        subordinate.Manager = null;
    }
}
```