(T2)討論 C#的 ObjectOriented(物件導向)、Interface、BaseClass、SubClass
CourseGUID: 29f1196a-1950-41a4-b9c1-dd13a9e92d92

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(T2)討論 C#的 ObjectOriented(物件導向)、Interface、BaseClass、SubClass

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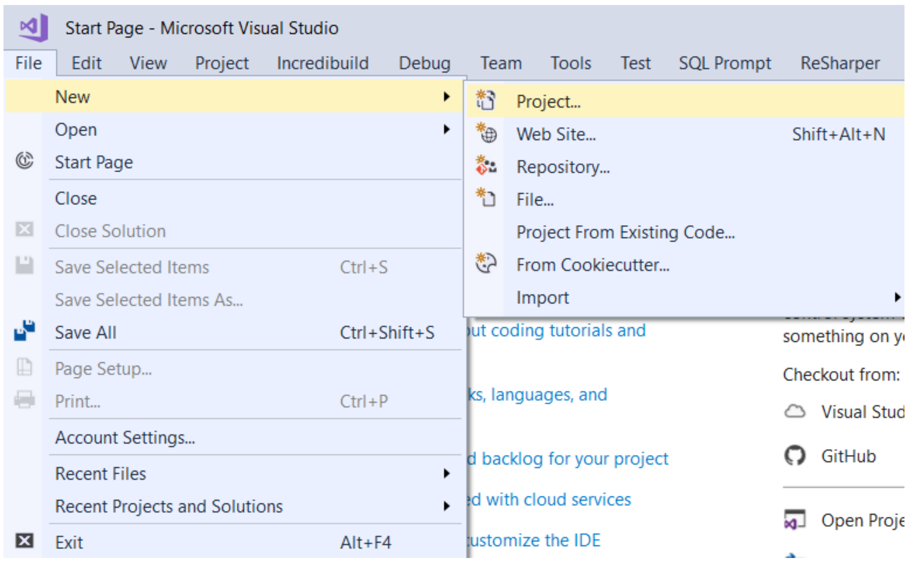
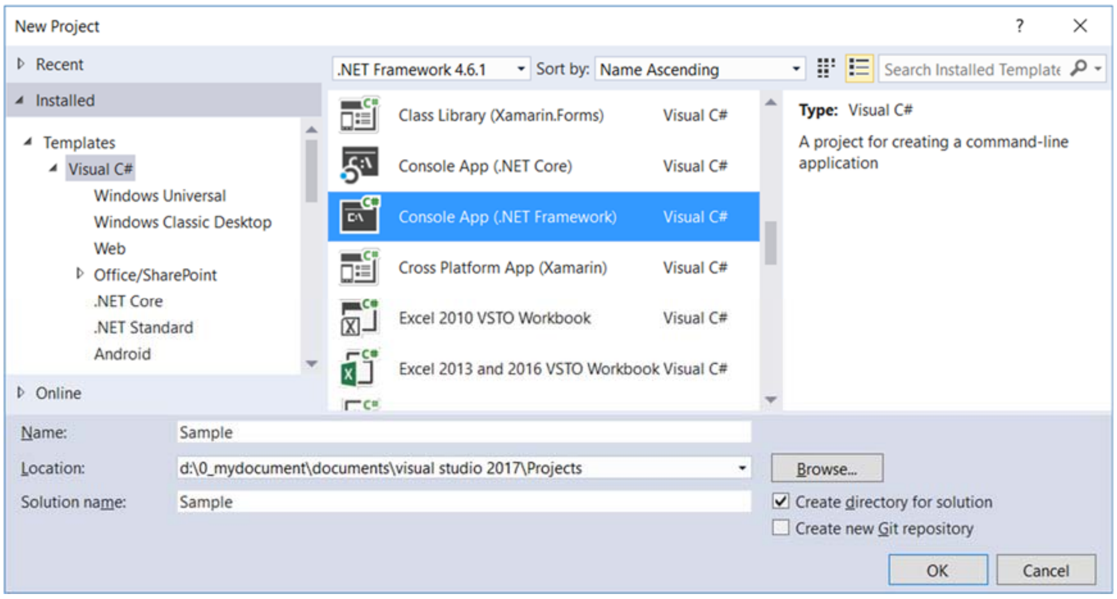
1. Create New Project

File --> New --> Project... -->
Visual C# --> **Console App (.Net Framework)** -->
Name: **Sample**

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Browse...
OK
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Type: Visual C#

A project for creating a command-line application

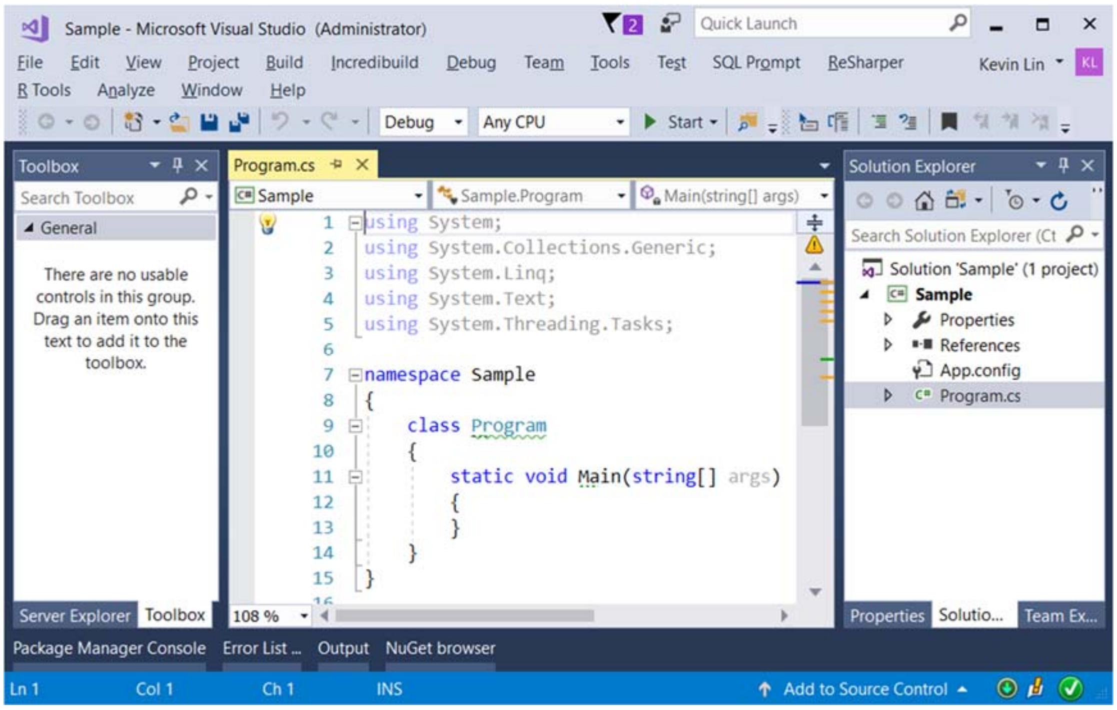
Name: Sample

Location: d:\0_mydocument\documents\visual studio 2017\Projects

Solution name: Sample

[✓] Create directory for solution

[ ] Create new Git repository


Sample - Microsoft Visual Studio (Administrator)
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Sample.Program
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Server Explorer Toolbox
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Package Manager Console Error List ... Output NuGet browser
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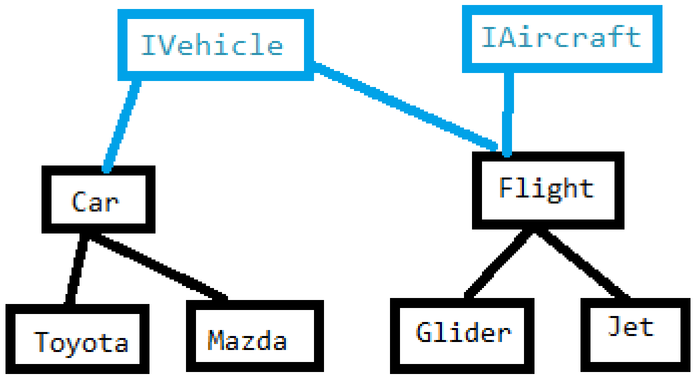
Add to Source Control

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

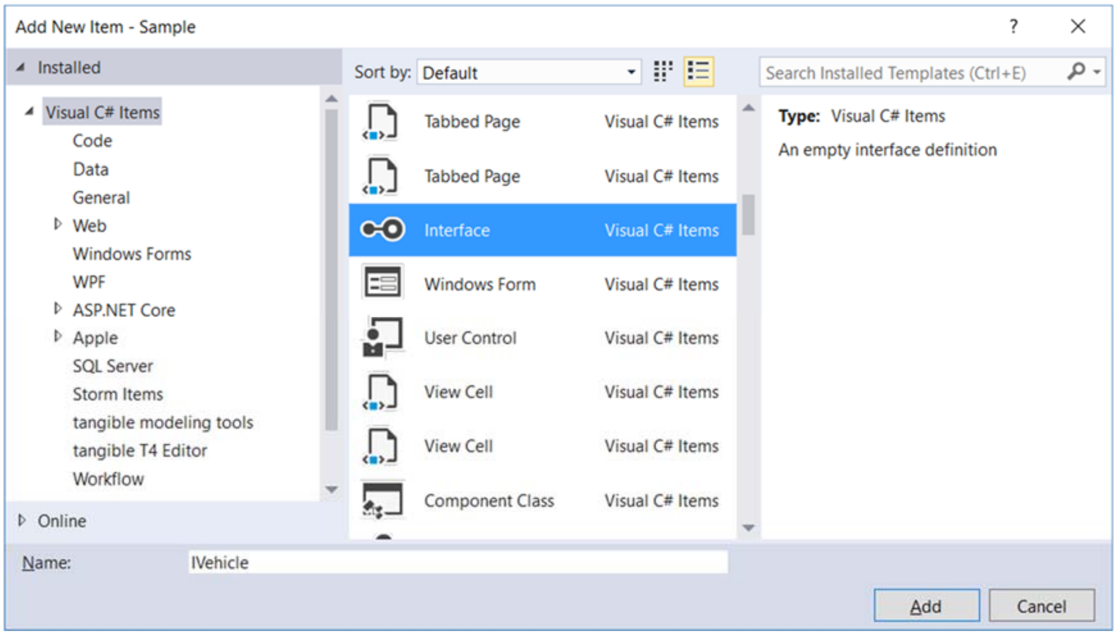
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Sample
{
    class Program
    {
        static void Main(string[] args)
        {
        }
    }
}
```

==

2. Object Oriented



2.1. Interface : IVehicle.cs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View Cell	Visual C# Items
Component Class	Visual C# Items

Search Installed Templates (Ctrl+E)

Type: Visual C# Items

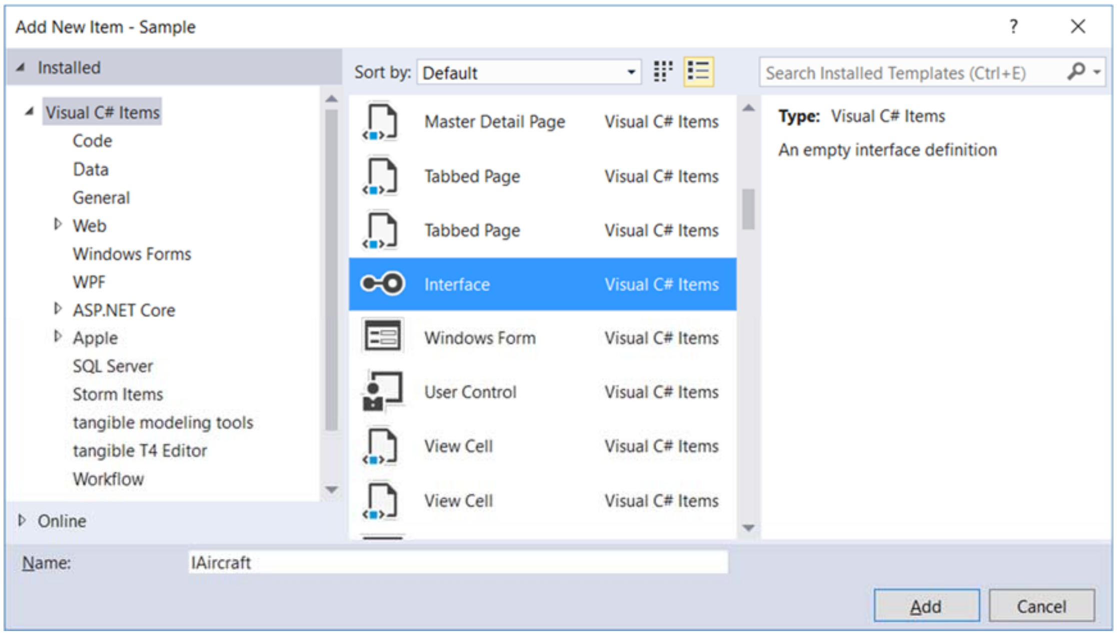
An empty interface definition

Name: IVehicle

Add Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    // 1.
    // Interface is like an product booklet which contains
    // the standard actions that this product must be able to do.
    // Interface only contains the method signature without its body.
    // E.g.
    // IAircraft must be able to take off and land.
    // 2.
    // Interface can not contain fields.
    // 3.
    // The prefix of interface is "I"
    // 4.
    // a class can exten only one class and implement many Interface.
    // E.g.
    // public class ClassA : ClassB, InterfaceA, InterfaceB
    /// <summary>
    /// IVehicle must be able to move and stop
    /// </summary>
    public interface IVehicle
     {
        //string _interfaceName = "IVehicle";  // Interface can not contain fields.
        /// <summary>
        /// IVehicle is moving
        /// </summary>
        /// <returns></returns>
        string Moving();
        /// <summary>
        /// IVehicle has stopped.
        /// </summary>
        /// <returns></returns>
        string Stop();
    }
}
```

2.2. Interface : IAircraft.cs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Tabbed Page Visual C# Items
Interface Visual C# Items
Windows Form Visual C# Items
User Control Visual C# Items
View Cell Visual C# Items
View Cell Visual C# Items
Add
Cancel

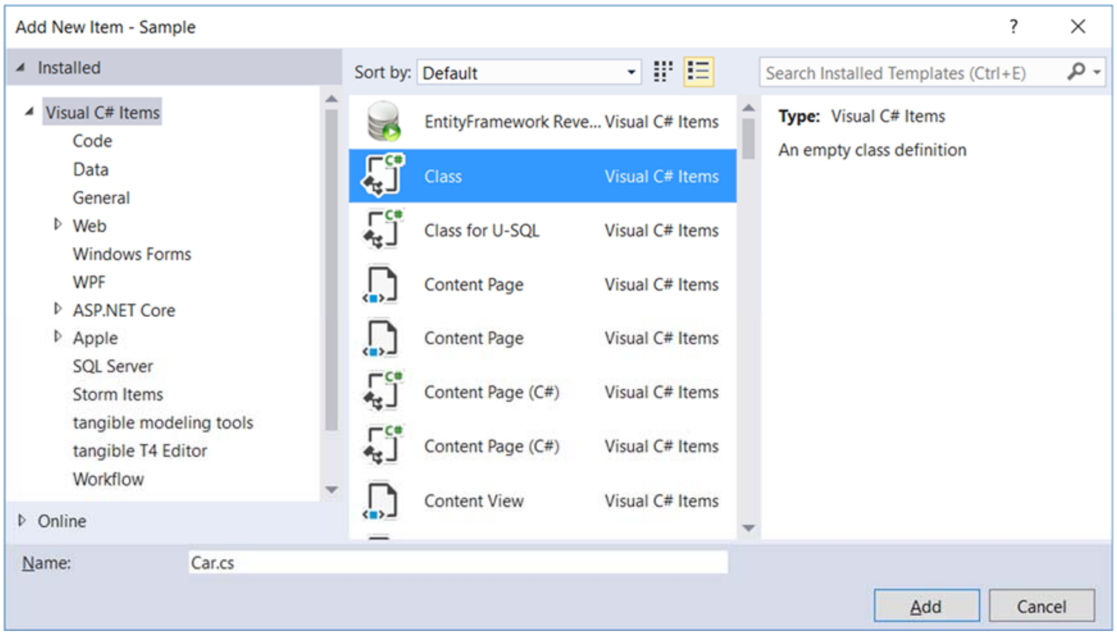
Type: Visual C# Items

An empty interface definition

Name: IAircraft

```
namespace Sample
{
    // 1.
    // Interface is like an product booklet which contains
    // the standard actions that this product must be able to do.
    // Interface only contains the method signature without its body.
    // E.g.
    // IAircraft must be able to take off and land.
    // 2.
    // Interface can not contain fields.
    // 3.
    // The prefix of interface is "I"
    // 4.
    // a class can exten only one class and implement many Interface.
    // E.g.
    // public class ClassA : ClassB, InterfaceA, InterfaceB
    /// <summary>
    /// IAircraft must be able to take off and land.
    /// </summary>
    public interface IAircraft
    {
        //string _interfaceName = "IAircraft";  // Interface can not contain fields.
        /// <summary>
        /// IAircraft is taking off.
        /// </summary>
        /// <returns></returns>
        string TakingOff();
        /// <summary>
        /// IAircraft is landing.
        /// </summary>
        /// <returns></returns>
        string Landing();
    }
}
```

2.3. Car.cs, Car : IVehicle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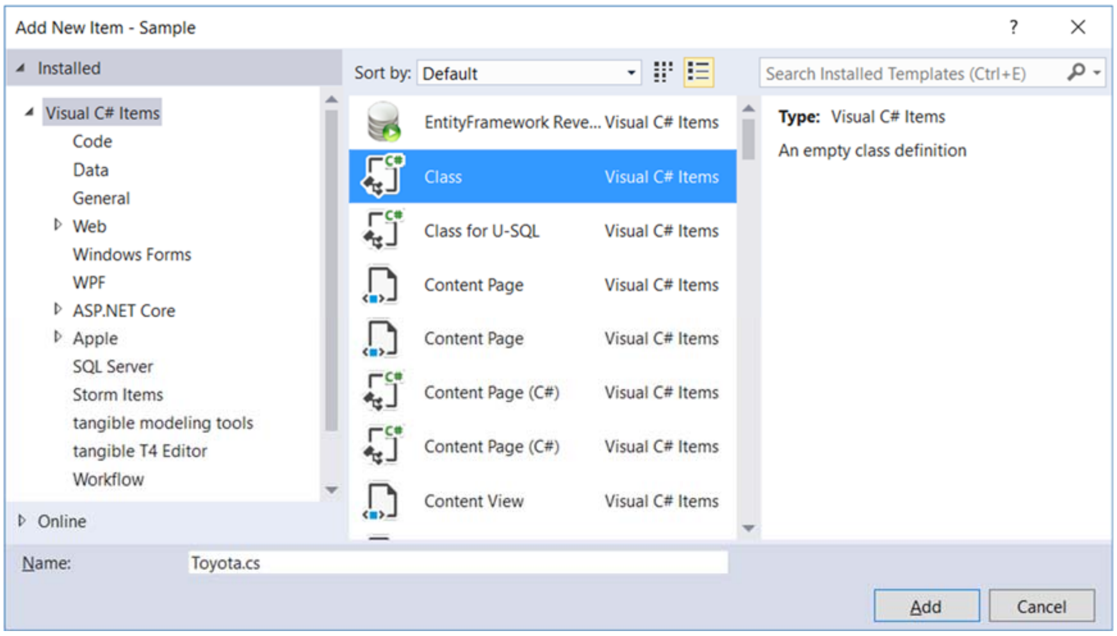
Content View Visual C# Items
Type: Visual C# Items
An empty class definition
Name: Car.cs
Add
Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    // 1.
    // public / protected / private
    // Reference:
    // https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/accessibility-levels
    // Accessibility Levels includes several levels.
    // Here, we only discuss, public, protected, and private.
    // public means access is not restricted.
    // protected means access is limited to the containing class or types derived from the containing
class.
    // private means access is limited to the containing type.
    // 2.
    // class is like a blueprint or template.
    // object is a single instance of the class.
    public class Car : IVehicle
    {
        //--------------------------------------------------------------
        // This can be called as Class Member, Field, global variable.
        // Most people called this as "Field".
        // Field is like a Database Table Column to store the data of the object.
        private string _make;
        private string _type;
        private string _registration;
        private string _year;
        //--------------------------------------------------------------
```

```
//The constructor is a special method.
//Whenever a class or struct is created, its constructor is called
/// <summary>
/// The constructor of car.
/// </summary>
/// <param name="make"></param>
/// <param name="type"></param>
/// <param name="registration"></param>
/// <param name="year"></param>
/// <param name="currentValue"></param>
public Car(string make, string type, string registration, string year, double currentValue)
 {
     _make = make;
     _type = type;
     _registration = registration;   // set value dirrectly to the field.
     _year = year;   // set value dirrectly to the field.
     CurrentValue = currentValue;    // set the field value by its property.
 }
//--------------------------------------------------------------
// Properties is special method to replace get and set.
// Year Property can replace GetYear() and SetYear()
public string Year
 {
    get { return _year; }
    // this is the keyword, means current object
    set { this._year = value; }
 }
// CurrentValue Property can replace GetValue() and SetValue()
public double CurrentValue { get; set; }
// Make Property can replace GetMake()
public string Make { get { return _make; } }
// Type Property can replace GetType()
public string Type { get { return _type; } }
//--------------------------------------------------------------
// 1.
//Method is a set of logic processes.
//Method is like an action which this object can do.
//E.g. Car can move and stop.
//2.
//Only virtual method can be overrided in the sub-class.
/// <summary>
/// Get the _registration
/// </summary>
/// <returns>_registration</returns>
public string GetRegistration()
 {
    return _registration;
 }
/// <summary>
/// Set the _registration
/// </summary>
/// <param name="registration">registration string</param>
public void SetRegistration(string registration)
 {
     _registration = registration;
```

```
        }
        /// <summary>
        /// Return full car information
        /// </summary>
        /// <returns>full car information</returns>
        public override string ToString()
        {
            //return String.Format("Car Make: {0}\n" +
            //                       "Car Type: {1}\n" +
            //                       "Car Registration: {2}\n" +
            //                       "Car Year: {3}\n" +
            //                       "Current Value: {4}", _make, _type, _registration, _year,
CurrentValue);
            return $"Car Make: {_make}\n" +
                $"Car Type: {_type}\n" +
                $"Car Registration: {_registration}\n" +
                $"Car Year: {_year}\n" +
                $"Current Value: {CurrentValue}";
        }
        /// <summary>
        /// IVehicle is moving
        /// </summary>
        /// <returns></returns>
        public virtual string Moving()
        {
            return "Car is moving.";
        }
        /// <summary>
        /// IVehicle has stopped.
        /// </summary>
        /// <returns></returns>
        public string Stop()
        {
            return "Car has stopped.";
        }
    }
}
```

2.4. Toyota.cs, Toyota : Car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Type: Visual C# Items

An empty class definition

Name: Toyota.cs

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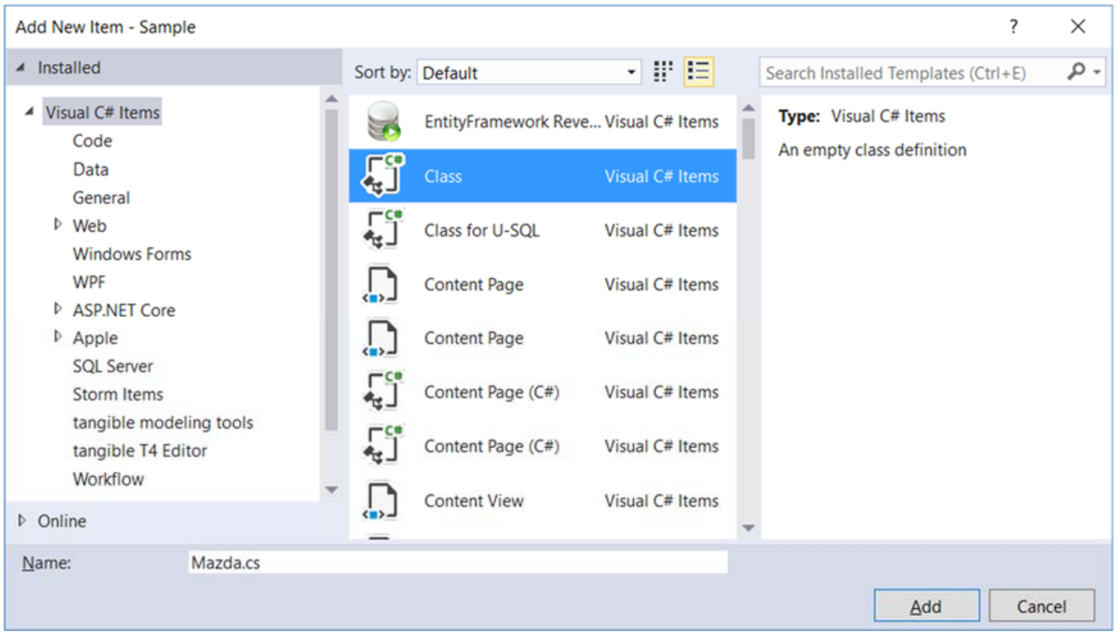
```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    // 1.
    // class is like a blueprint or template.
    // object is a single instance of the class.
    // 2.
    // Toyota : Car
    // means Toyota extend or implement Car.
    // We can say Car is the parent class of Toyota.
    // Toyota is a sub-Class of Car.
    // Toyota succeed all members, properties, methods
    // from its parent class, Car.
    public class Toyota : Car
     {
        //--------------------------------------------------------------
        //The constructor is a special method.
        //Whenever a class or struct is created, its constructor is called
        public Toyota(string type, string registration, string year, double currentValue) : base("Toyota", 
type, registration, year, currentValue)
         {
         }
        //--------------------------------------------------------------
        // 1.
        //Method is a set of logic processes.
        //Method is like an action which this object can do.
        //E.g. Car can move and stop.
        //2.
        //Only virtual method can be overrided in the sub-class.
        /// <summary>
        /// An action or method which ONLY Toyota can do.
        /// </summary>
        /// <returns></returns>
        public string OnlyToyotaCanDo()
         {
            return "This is an action or method which ONLY " + this.Make + " can do.";
         }
        /// <summary>
        /// IVehicle is moving
        /// </summary>
        /// <returns></returns>
        public override string Moving()
        {
            return this.Make + " Car is moving.";
        }
    }
}
```

2.5. Mazda.cs, Mazda : Car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Content Page (C#)	Visual C# Items
Content View	Visual C# Items

Search Installed Templates (Ctrl+E)

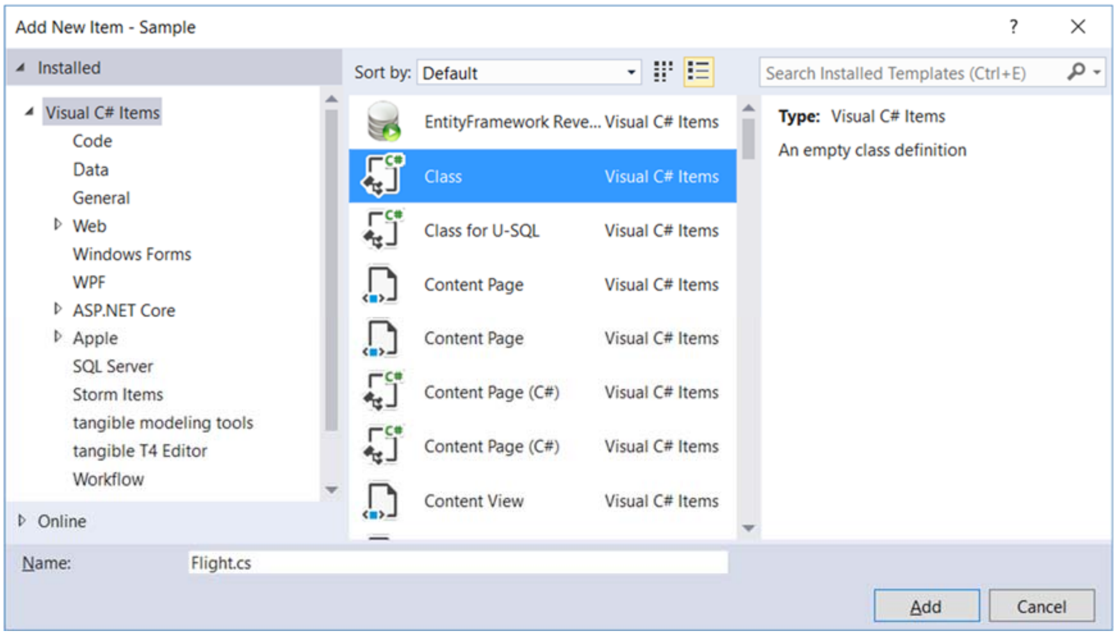
Type: Visual C# Items
An empty class definition

Name: Mazda.cs

Add Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    // 1.
    // class is like a blueprint or template.
    // object is a single instance of the class.
    // 2.
    // Mazda : Car
    // means Mazda extend or implement Car.
    // We can say Car is the parent class of Mazda.
    // Mazda is a sub-Class of Car.
    // Mazda succeed all members, properties, methods
    // from its parent class, Car.
    public class Mazda : Car
    {
        //--------------------------------------------------------------
        //The constructor is a special method.
        //Whenever a class or struct is created, its constructor is called
        public Mazda(string type, string registration, string year, double currentValue) : base("Mazda", type, 
registration, year, currentValue)
        {
        }
        //--------------------------------------------------------------
        // 1.
        //Method is a set of logic processes.
        //Method is like an action which this object can do.
        //E.g. Car can move and stop.
        //2.
        //Only virtual method can be overrided in the sub-class.
        /// <summary>
        /// An action or method which ONLY Mazda can do.
        /// </summary>
        /// <returns></returns>
        public string OnlyMazdaCanDo()
        {
            return "This is an action or method which ONLY " + this.Make + " can do.";
        }
    }
}
```

2.6. Flight.cs, Flight : IAircraft, IVehicle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Content View	Visual C# Items

Type: Visual C# Items
An empty class definition

Name: Flight.cs

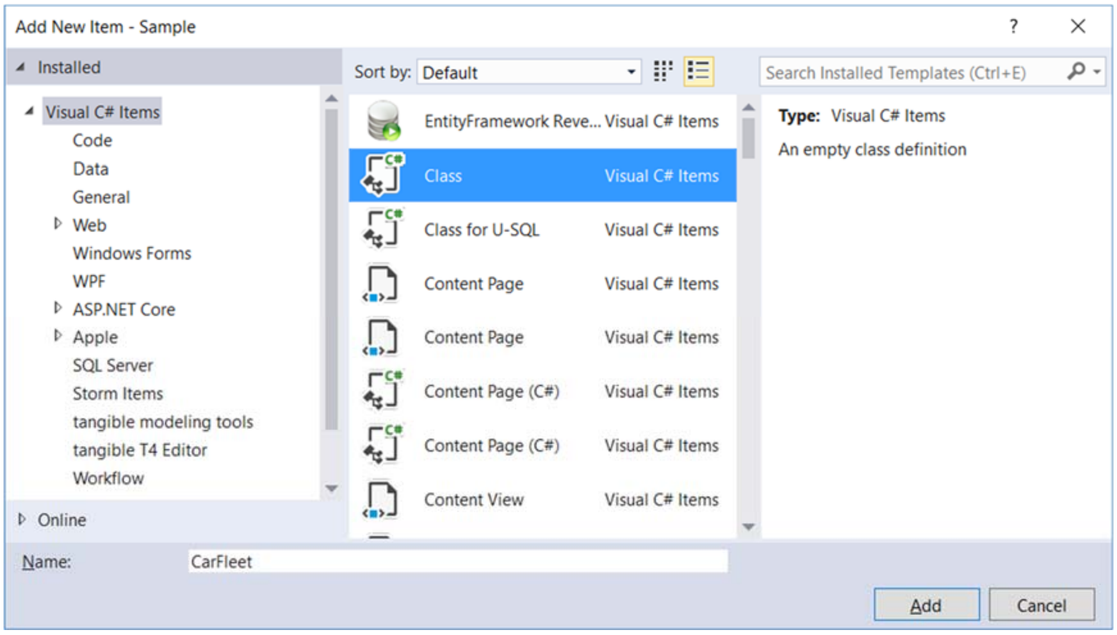
Add Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    // a class can exten only one class and implement many Interface.
    // E.g.
    // public class ClassA : ClassB, InterfaceA, InterfaceB
    public class Flight : IAircraft, IVehicle
    {
        //------------------------------------------------------------
        // This can be called as Class Member, Field, global variable.
        // Most people called this as "Field".
        // Field is like a Database Table Column to store the data of the object.
        private string _type;
        private string _year;
        //------------------------------------------------------------
        //The constructor is a special method.
```

```
//Whenever a class or struct is created, its constructor is called
/// <summary>
/// The constructor of Flight.
/// </summary>
/// <param name="type"></param>
/// <param name="year"></param>
/// <param name="currentValue"></param>
public Flight(string type, string year, double currentValue)
 {
     _type = type;
     _year = year;   // set value dirrectly to the field
     CurrentValue = currentValue;    // set the field value by its property.
 }
//--------------------------------------------------------------
// Properties is special method to replace get and set.
// Year Property can replace GetYear() and SetYear()
public string Year
 {
    get { return _year; }
    // this is the keyword, means current object
    set { this._year = value; }
 }
// CurrentValue Property can replace GetValue() and SetValue()
public double CurrentValue { get; set; }
// Make Property can replace GetMake()
public string Type { get { return _type; } }
//--------------------------------------------------------------
//1.
//Method is a set of logic processes.
//Method is like an action which this object can do.
//E.g. Flight can take off and land.
//2.
//Only virtual method can be overrided in the sub-class.
/// <summary>
/// IAircraft is taking off.
/// </summary>
/// <returns></returns>
public virtual string TakingOff()
 {
    return "Flight is taking off.";
 }
/// <summary>
/// IAircraft is landing.
/// </summary>
/// <returns></returns>
public virtual string Landing()
 {
    return "Flight is landing.";
 }
/// <summary>
/// IVehicle is moving
/// </summary>
/// <returns></returns>
public string Moving()
 {
```

```
            return "Flight is moving.";
        }
        /// <summary>
        /// IVehicle has stopped.
        /// </summary>
        /// <returns></returns>
        public string Stop()
        {
            return "Flight has stopped.";
        }
    }
}
```

2.7. CarFleet.cs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Search Installed Templates (Ctrl+E)

Type: Visual C# Items
An empty class definition

Name: CarFleet

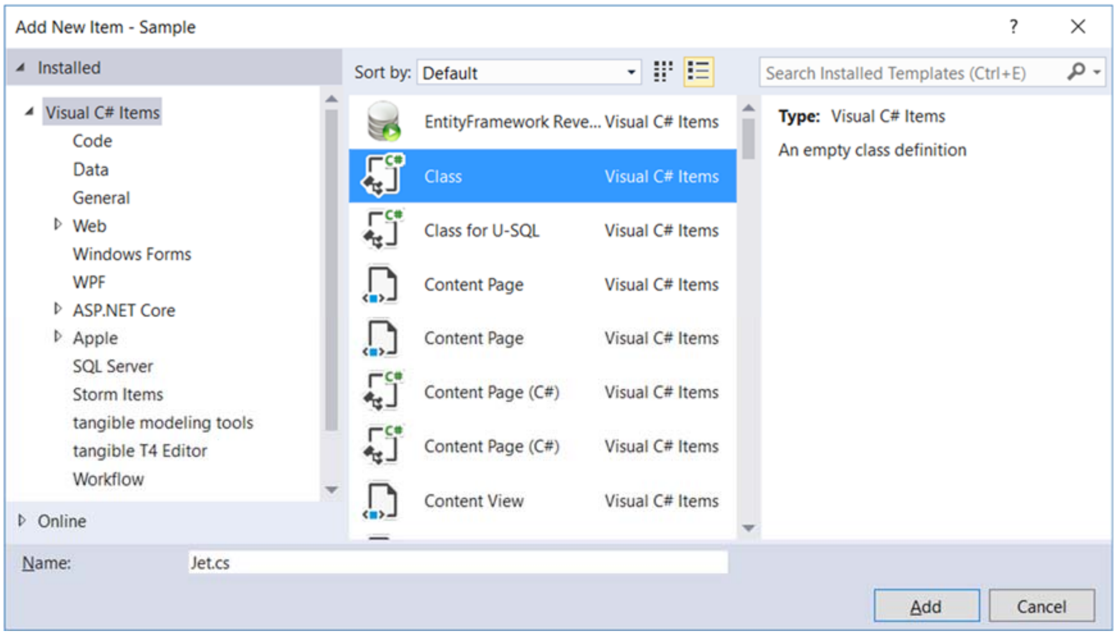
Add Cancel

```
namespace Sample
{
    public class CarFleet
    {
        //--------------------------------------------------------------
        // This can be called as Class Member, Field, global variable.
        // Most people called this as "Field".
        // Field is like a Database Table Column to store the data of the object.
        // an array of _cars which can contain 100 car objects.
        //Max number of car quanty is 100.
        private Car[] _cars;
        // The current index of car array represents the current car quantity in array.
        // In the biginning, it should be 0.
        private int _qtyOfCarInArray;
        //--------------------------------------------------------------
        //The constructor is a special method.
        //Whenever a class or struct is created, its constructor is called
        /// <summary>
        /// The constructor.
        /// </summary>
```

```
public CarFleet()
 {
     // an array of _cars which can contain 100 car objects.
     //Max number of car quanty is 100.
     _cars = new Car[100];
     // The current index of car array represents the current car quantity in array.
     // In the biginning, it should be 0.
     _qtyOfCarInArray = 0;
 }
//-------------------------------------------------------------
// 1.
//Method is a set of logic processes.
//Method is like an action which this object can do.
//E.g. Car can move and stop.
//2.
//Only virtual method can be overrided in the sub-class.
/// <summary>
/// Add the car into the next free slot in the car array.
/// </summary>
/// <param name="car">The car to add</param>
public void Add(Car car)
 {
     // _qtyOfCarInArray field tracks where
     // the next free slot in the array is and
     // increments it after a car has been added.
     _cars[_qtyOfCarInArray] = car;
     _qtyOfCarInArray++;
 }
/// <summary>
/// Summing up the value of each car in the car array.
/// </summary>
/// <returns>Return the Sum value of each car in the car array.</returns>
public double SumFleetValue()
 {
     double total = 0;
     for (int i = 0; i < _qtyOfCarInArray; i++)
     {
         total += _cars[i].CurrentValue; // total = total + _cars[i].CurrentValue;
     }
     return total;
 }
/// <summary>
/// Output parameter for the car Min Value and
/// car Max Value from the car array.
/// </summary>
/// <param name="leastValue">Car least Value from the car array</param>
/// <param name="highestValue">Car highest Value from the car array</param>
public void Statistics(out double leastValue, out double highestValue)
 {
      leastValue = _cars[0].CurrentValue;
      highestValue = _cars[0].CurrentValue;
     for (int i = 0; i < _qtyOfCarInArray; i++)
     {
         if (_cars[i].CurrentValue < leastValue)
              leastValue = _cars[i].CurrentValue;
         else if (_cars[i].CurrentValue > highestValue)
```

```
                highestValue = _cars[i].CurrentValue;
            }
        }
        /// <summary>
        /// Get the cars by its year.
        /// </summary>
        /// <param name="year">The specific car year.</param>
        /// <returns>The cars by its year.</returns>
        public Car[] GetCars(string year)
        {
            //Count how many cars in the car array are for the specified year.
            int count = 0;
            for (int i = 0; i < _qtyOfCarInArray; i++)
            {
                if (_cars[i].Year == year)
                    count++;
            }
            // Create a new array, carsYears, with this size, count.
            Car[] carsYears = new Car[count];
            // copy in the cars for the specified year into new arrray, carsYears.
            int index = 0;
            for (int i = 0; i < _qtyOfCarInArray; i++)
            {
                if (_cars[i].Year == year)
                {
                    carsYears[index] = _cars[i];
                    index++;
                }
            }
            // return the array.
            return carsYears;
        }
    }
}
```

2.8. Jet.cs, Jet : Flight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Content Page (C#)	Visual C# Items
Content View	Visual C# Items

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Type: Visual C# Items

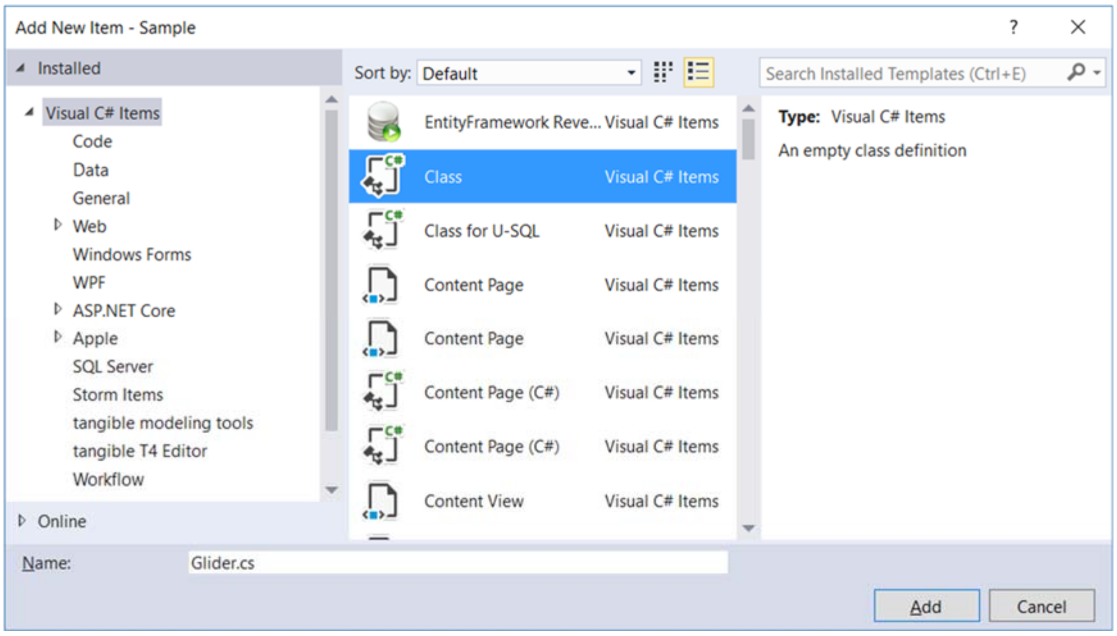
An empty class definition

Name: Jet.cs

Add Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    public class Jet : Flight
    {
        //-------------------------------------------------------------
        //The constructor is a special method.
        //Whenever a class or struct is created, its constructor is called
        public Jet(string year, double currentValue) : base("Jet", year, currentValue)
        {
        }
        //-------------------------------------------------------------
        // 1.
        //Method is a set of logic processes.
        //Method is like an action which this object can do.
        //E.g. Car can move and stop.
        //2.
        //Only virtual method can be overrided in the sub-class.
        /// <summary>
        /// An action or method which ONLY Jet can do.
        /// </summary>
        /// <returns></returns>
        public string OnlyJetCanDo()
        {
            return "This is an action or method which ONLY " + this.Type + " can do.";
        }
        /// <summary>
        /// IAircraft is taking off.
        /// </summary>
        /// <returns></returns>
        public override string TakingOff()
        {
            return "Flight is taking off.";
        }
        /// <summary>
        /// IAircraft is landing.
        /// </summary>
        /// <returns></returns>
        public override string Landing()
        {
            return "Flight is landing.";
        }
    }
}
```

2.9. Glider.cs, Glider : Flight


Add New Item - Sample

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Search Installed Templates (Ctrl+E)

Type: Visual C# Items
An empty class definition

Name: Glider.cs

Add Cancel

```
// Namespace is like a folder which contains some classes.
namespace Sample
{
    public class Glider : Flight
    {
        //--------------------------------------------------------------
        //The constructor is a special method.
        //Whenever a class or struct is created, its constructor is called
        public Glider(string year, double currentValue) : base("Glider", year, currentValue)
        {
        }
        //--------------------------------------------------------------
        // 1.
        //Method is a set of logic processes.
        //Method is like an action which this object can do.
        //E.g. Car can move and stop.
        //2.
        //Only virtual method can be overrided in the sub-class.
        /// <summary>
        /// An action or method which ONLY Glider can do.
        /// </summary>
        /// <returns></returns>
        public string OnlyGliderCanDo()
        {
            return "This is an action or method which ONLY " + this.Type + " can do.";
        }
    }
}
```

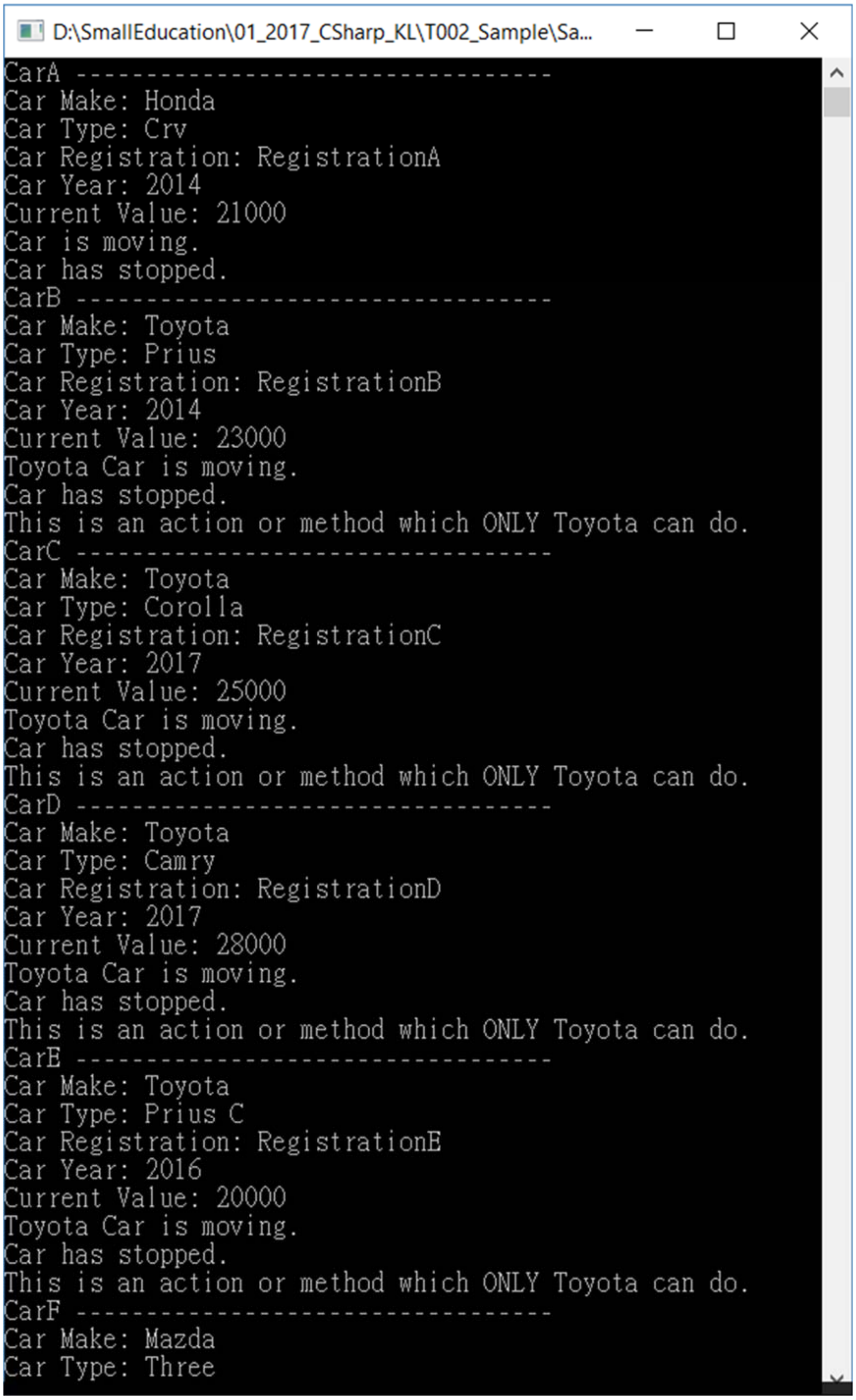
===

2. Main

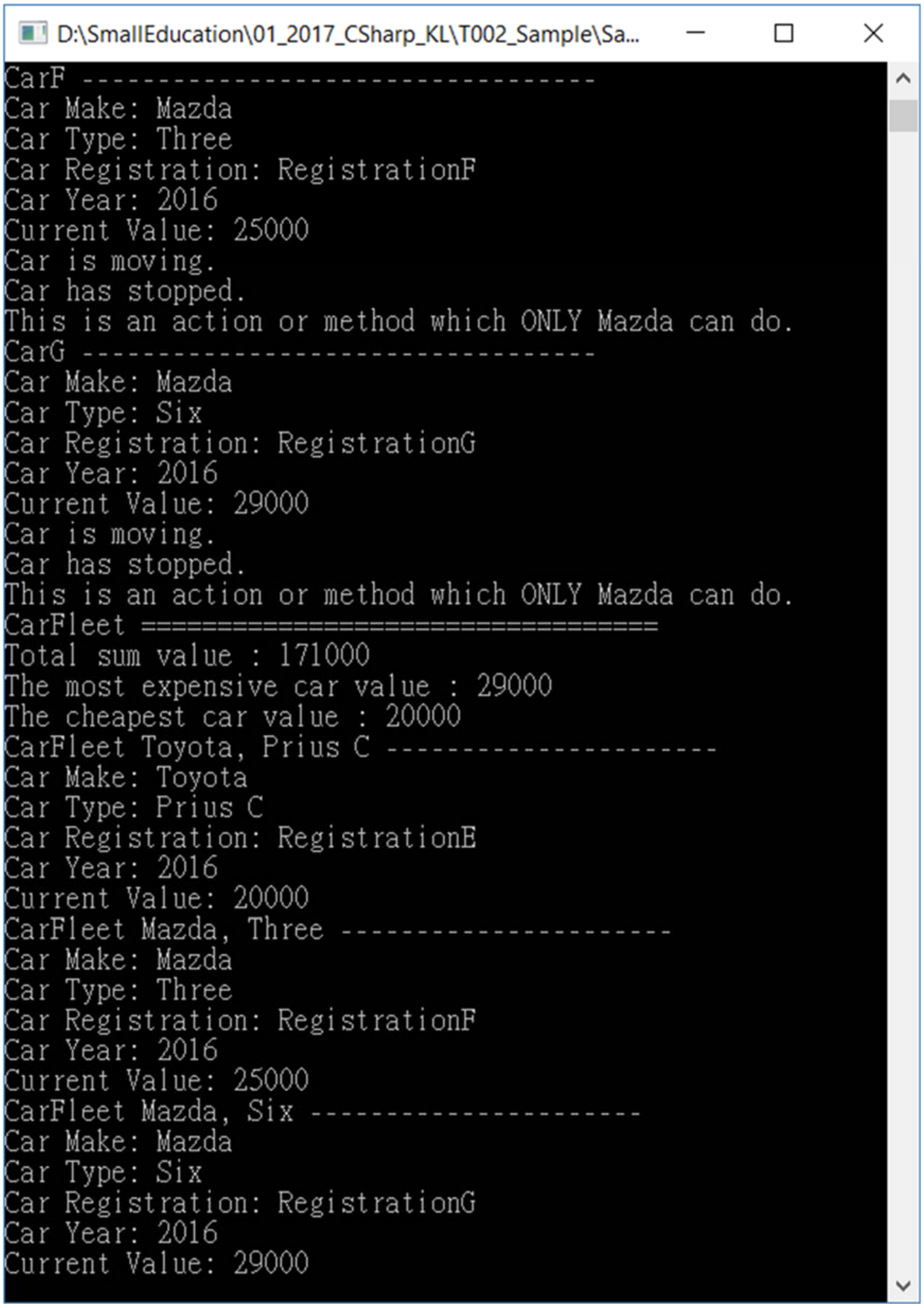
```
using System;
// Namespace is like a folder which contains some classes.
namespace Sample
{
    class Program
```

```
{
    static void Main(string[] args)
    {
        //1.
        //Create a detail for Honda CRV and print its detail.
        Console.WriteLine("CarA ----------------------------------");
        Car carA = new Car("Honda", "Crv", "RegistrationA", "2014", 21000);
        Console.WriteLine(carA);
        Console.WriteLine(carA.Moving());
        Console.WriteLine(carA.Stop());
        //2.
        //Create a detail for Toyota Corolla and print its detail.
        Console.WriteLine("CarB ----------------------------------");
        // Class ObjectName = new Class
        // E.g.
        // Use Toyota class as the blueprint and create an instance object of Toyota.
        // The instance object name is carB.
        Toyota carB = new Toyota("Prius", "RegistrationB", "2014", 23000);
        Console.WriteLine(carB);
        Console.WriteLine(carB.Moving());
        Console.WriteLine(carB.Stop());
        Console.WriteLine(carB.OnlyToyotaCanDo());
        //3.
        //Create a detail for Toyota Corolla and print its detail.
        Console.WriteLine("CarC ----------------------------------");
        // We can also use Toyota's parents class, Car, to create Toyota instance object.
        Car carC = new Toyota("Corolla", "RegistrationC", "2017", 25000);
        Console.WriteLine(carC);
        Console.WriteLine(carC.Moving());
        Console.WriteLine(carC.Stop());
        //// Error! Because we already cast Toyota to Car type variable, carC.
        //// Thus, carC has no "OnlyToyotaCanDo()" method.
        //Console.WriteLine(carC.OnlyToyotaCanDo());
        Console.WriteLine(((Toyota)carC).OnlyToyotaCanDo());
        //4.
        Console.WriteLine("CarD ----------------------------------");
        // We can also use Toyota's parents Interface, IVehicle, to create Toyota instance object.
        IVehicle carD = new Toyota("Camry", "RegistrationD", "2017", 28000);
        Console.WriteLine(carD);
        Console.WriteLine(carD.Moving());
        Console.WriteLine(carD.Stop());
        //// Error! Because we already cast Toyota to Car type variable, carD.
        //// Thus, carD has no "OnlyToyotaCanDo()" method.
        //Console.WriteLine(carD.OnlyToyotaCanDo());
        Console.WriteLine(((Toyota)carD).OnlyToyotaCanDo());
        //5.
        Console.WriteLine("CarE ----------------------------------");
        // We can also use "var" to create Toyota instance object.
        var carE = new Toyota("Prius C", "RegistrationE", "2016", 20000);
        Console.WriteLine(carE);
        Console.WriteLine(carE.Moving());
        Console.WriteLine(carE.Stop());
        Console.WriteLine(carE.OnlyToyotaCanDo());
```

```
            //6.
            Console.WriteLine("CarF ----------------------------------");
            // We can also use "var" to create Toyota instance object.
            var carF = new Mazda("Three", "RegistrationF", "2016", 25000);
            Console.WriteLine(carF);
            Console.WriteLine(carF.Moving());
            Console.WriteLine(carF.Stop());
            Console.WriteLine(carF.OnlyMazdaCanDo());
            //7.
            Console.WriteLine("CarG ----------------------------------");
            // We can also use "var" to create Toyota instance object.
            Mazda carG = new Mazda("Six", "RegistrationG", "2016", 29000);
            Console.WriteLine(carG);
            Console.WriteLine(carG.Moving());
            Console.WriteLine(carG.Stop());
            Console.WriteLine(carG.OnlyMazdaCanDo());
            //8.
            Console.WriteLine("CarFleet ==================================");
            // Add cars to CarFleet object.
            CarFleet carFleet = new CarFleet();
            carFleet.Add(carA);
            carFleet.Add(carB);
            carFleet.Add(carC);
            carFleet.Add((Car)carD);
            carFleet.Add(carE);
            carFleet.Add(carF);
            carFleet.Add(carG);
            // Print the sum value.
            Console.WriteLine("Total sum value : {0}", carFleet.SumFleetValue());
            // print the max and min value.
            double max, min;
            carFleet.Statistics(out min, out max);
            Console.WriteLine("The most expensive car value : {0}", max);
            Console.WriteLine("The cheapest car value : {0}", min);
            // print the cars by its year.
            Car[] carYears = carFleet.GetCars("2016");
            foreach (Car car in carYears)
            {
                Console.WriteLine("CarFleet {0}, {1} ----------------------", car.Make, car.Type);
                Console.WriteLine(car);
            }
            Console.ReadLine();
        }
    }
}
```



```
CarA ---------------------------------
Car Make: Honda
Car Type: Crv
Car Registration: RegistrationA
Car Year: 2014
Current Value: 21000
Car is moving.
Car has stopped.
CarB ---------------------------------
Car Make: Toyota
Car Type: Prius
Car Registration: RegistrationB
Car Year: 2014
Current Value: 23000
Toyota Car is moving.
Car has stopped.
This is an action or method which ONLY Toyota can do.
CarC ---------------------------------
Car Make: Toyota
Car Type: Corolla
Car Registration: RegistrationC
Car Year: 2017
Current Value: 25000
Toyota Car is moving.
Car has stopped.
This is an action or method which ONLY Toyota can do.
CarD ---------------------------------
Car Make: Toyota
Car Type: Camry
Car Registration: RegistrationD
Car Year: 2017
Current Value: 28000
Toyota Car is moving.
Car has stopped.
This is an action or method which ONLY Toyota can do.
CarE ---------------------------------
Car Make: Toyota
Car Type: Prius C
Car Registration: RegistrationE
Car Year: 2016
Current Value: 20000
Toyota Car is moving.
Car has stopped.
This is an action or method which ONLY Toyota can do.
CarF ---------------------------------
Car Make: Mazda
Car Type: Three
```



```
CarF ----------------------------------
Car Make: Mazda
Car Type: Three
Car Registration: RegistrationF
Car Year: 2016
Current Value: 25000
Car is moving.
Car has stopped.
This is an action or method which ONLY Mazda can do.
CarG ----------------------------------
Car Make: Mazda
Car Type: Six
Car Registration: RegistrationG
Car Year: 2016
Current Value: 29000
Car is moving.
Car has stopped.
This is an action or method which ONLY Mazda can do.
CarFleet ==================================
Total sum value : 171000
The most expensive car value : 29000
The cheapest car value : 20000
CarFleet Toyota, Prius C ----------------------
Car Make: Toyota
Car Type: Prius C
Car Registration: RegistrationE
Car Year: 2016
Current Value: 20000
CarFleet Mazda, Three ----------------------
Car Make: Mazda
Car Type: Three
Car Registration: RegistrationF
Car Year: 2016
Current Value: 25000
CarFleet Mazda, Six ----------------------
Car Make: Mazda
Car Type: Six
Car Registration: RegistrationG
Car Year: 2016
Current Value: 29000
```