

**Programming Assignment: Invoice Class (C# and JS)**

**(Invoice Class)** Create a class called `Invoice` that a hardware store might use to represent an invoice for an item sold at the store. An `Invoice` should include four pieces of information as either instance variables or auto-implemented properties—a part number (type `string`), a part description (type `string`), a quantity of the item being purchased (type `int`) and a price per item (`decimal`). Your class should have a constructor that initializes the four values. Provide a property with a `get` and `set` accessor for any instance variables. For the `Quantity` and `PricePerItem` properties, if the value passed to the `set` accessor is negative, the value of the instance variable should be left unchanged. Also, provide a method named `GetInvoiceAmount` that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a `decimal` value. Write a test app named `InvoiceTest` that demonstrates class `Invoice`'s capabilities.

Submission should have:

- Source Code in CS and JS format (**No accepted screenshots or ZIP Files**)
  - It should contain proper indentation
  - Comments (Blocks or Lines)
  - Good Variables initializations
  - Good questions asking for the parameters of the code
  - Input Validation
  - Output display with explanation
- Screenshot (Image) of the code executed in your computers/server, with the questions asked, user data submission and formatted final result.