ClinicHome.cs

```
namespace ClinicApp
    internal class ClinicHome
        DoctorData doctorData;
        public ClinicHome()
            doctorData = new DoctorData();
        void DisplayAdminMenu()
            Console.WriteLine("1. Add Doctor");
            Console.WriteLine("2. Modify Doctor's Phone No.");
            Console.WriteLine("3. Modify Doctor's Experiece");
            Console.WriteLine("4. Show all doctors");
            Console.WriteLine("5. Delete Doctor Profile");
            Console.WriteLine("0. Exit");
            Console.WriteLine("Enter Your Choice:");
        }
        void StartAdminActivities()
            int choice;
            do
            {
                DisplayAdminMenu();
                choice = Convert.ToInt32(Console.ReadLine());
                switch (choice)
                {
                    case 0:
                        Console.WriteLine("Get Well Soon");
                        break;
                    case 1:
                        doctorData.Add();
                        break;
                    case 2:
                        DoctorPhoneUpdate();
                        break;
                    case 3:
                        DoctorExperienceUpdate();
                        break;
                    case 4:
                        ShowAllDoctors();
                        break;
                    case 5:
                        RemoveDoctor();
                        break;
                    default:
                        Console.WriteLine("Invalid choice. Try again");
                        break;
            } while (choice != 0);
        }
        private void DoctorPhoneUpdate()
            var id = GetDoctorIdFromUser();
            Console.WriteLine("Please enter the new phone number");
            long doctorNumber = Convert.ToInt64(Console.ReadLine());
            Doctors doctor = new Doctors();
            doctor.DoctorNumber = doctorNumber;
            doctor.Id = id;
            var result = doctorData.UpdateNUm(id, doctor, "num");
            if (result != null)
                Console.WriteLine("Updation Complete");
```

```
}
   private void DoctorExperienceUpdate()
       var id = GetDoctorIdFromUser();
       Console.WriteLine("Please enter the doctor's new experience in years");
       int doctorExperience = Convert.ToInt32(Console.ReadLine());
       Doctors doctor = new Doctors();
       doctor.DoctorExperience = doctorExperience;
       doctor.Id = id;
       var result = doctorData.UpdateExp(id, doctor, "exp");
       if (result != null)
          Console.WriteLine("Updation Complete");
   }
   private void ShowAllDoctors()
       var doctors = doctorData.GetDoctors();
       foreach (var item in doctors)
          Console.WriteLine(item);
          Console.WriteLine("----
       }
   private void RemoveDoctor()
       int id = GetDoctorIdFromUser();
       if (doctorData.Delete(id) != null)
          Console.WriteLine("Doctor deleted");
   int GetDoctorIdFromUser()
       int id;
       Console.WriteLine("Please enter the doctor id");
       id = Convert.ToInt32(Console.ReadLine());
       return id;
   }
   static void Main(string[] args)
       Console.WriteLine("Welcome To The Nirvana Clinic");
       ClinicHome home = new ClinicHome();
       home.StartAdminActivities();
   }
}
```

}

Doctots.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace ClinicApp
    internal class Doctors
         public int Id { get; set; }
public string Name { get; set; }
public long DoctorNumber { get; set; }
public string DoctorSpeciality { get; set; }
         public int DoctorExperience { get; set; }
         public Doctors() {
             DoctorNumber = 0;
             DoctorExperience = 0;
         public Doctors(int id, string name, long doctorNumber, string doctorSpeciality, int
doctorExperience)
         {
              Id = id;
             Name = name;
             DoctorNumber = doctorNumber;
             DoctorSpeciality = doctorSpeciality;
             DoctorExperience = doctorExperience;
         }
         public override string ToString()
             return $"Doctor Id : {Id}\nDoctor Name : {Name}\nDoctor's Phone No.:
{DoctorNumber}\nDoctor's Speciality : {DoctorSpeciality}" +
                  $"\nDoctor's Experience : {DoctorExperience}";
         }
    }
}
```

DoctorData.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace ClinicApp
    internal class DoctorData
        List<Doctors> doctors;
        public DoctorData() {
            doctors = new List<Doctors>();
        int GetNewId()
            if (doctors.Count == 0)
                return 1;
            int id = doctors[doctors.Count - 1].Id;
            return ++id;
        }
        void TakeDoctorDetails(Doctors doctor)
            Console.WriteLine("Please enter doctor's name");
            doctor.Name = Console.ReadLine();
            thispoint:
            Console.WriteLine("Please enter doctor's phone no.");
            doctor.DoctorNumber = Convert.ToInt64(Console.ReadLine());
            string numberString = doctor.DoctorNumber.ToString();
            int numberOfDigits = numberString.Length;
            if (numberOfDigits != 10)
                Console.WriteLine("Please enter a valid number");
                goto thispoint;
            Console.WriteLine("Please enter doctor's speciality");
            doctor.DoctorSpeciality = Console.ReadLine();
            Console.WriteLine("Please enter doctor's experience in years");
            doctor.DoctorExperience = Convert.ToInt32(Console.ReadLine());
        }
        public Doctors Add()
            int id = GetNewId();
            Doctors doctor = new Doctors();
            doctor.Id = id;
            TakeDoctorDetails(doctor);
            doctors.Add(doctor);
            return doctor;
        }
        public List<Doctors> GetDoctors()
            return doctors;
        }
        public Doctors GetDoctorById(int id)
            for (int i = 0; i < doctors.Count; i++)</pre>
                if (doctors[i].Id == id)
                    return doctors[i];
            }
```

```
return null;
}
public Doctors UpdateNUm(int id, Doctors doctor, string choice)
    Doctors clinicDoctor = GetDoctorById(id);
    if (clinicDoctor != null)
        string numberString = doctor.DoctorNumber.ToString();
        int numberOfDigits = numberString.Length;
        if (choice == "num")
            if (numberOfDigits ==10)
                clinicDoctor.DoctorNumber = doctor.DoctorNumber;
                return clinicDoctor;
        }
        else
        {
            Console.WriteLine("Invalid choice");
    }
    Console.WriteLine("Could not update");
    return null;
}
public Doctors UpdateExp(int id, Doctors doctor, string choice)
    Doctors clinicDoctor = GetDoctorById(id);
    if (clinicDoctor != null)
        if (choice == "exp")
            if (doctor.DoctorExperience > 0)
            {
                clinicDoctor.DoctorExperience = doctor.DoctorExperience;
                return clinicDoctor;
            }
        }
        else
        {
            Console.WriteLine("Invalid choice");
    Console.WriteLine("Could not update");
    return null;
}
public Doctors Delete(int id)
    Doctors clinicDoctor = GetDoctorById(id);
    if (clinicDoctor != null)
        doctors.Remove(clinicDoctor);
        return clinicDoctor;
    }
    return null;
}
```

}

}

Output:-





