**Problem Statement 1: Promotion Engine**

a) Created a folder named as **“Promotions”.**

b) This folder contains an abstract class **“Promotion.cs”** and concrete classes as per the promotion types:

i) ThreeAPromotion.cs,

ii) TwoBPromotion.cs

iii) CPlusD.cs

c) Finally, created a main class from where the promotions would be invoked: **PromotionSelection.cs**

In this approach, it would be easier to include any other promotions (if any), without modifying the existing code.

**Note:** Considered only one promotion is applied.

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**Problem Statement 2: Business Rules Engine**

a) Created an interface: **IBusinessRules.cs**, which contains all the business rules need to be implemented.

b) Created a class: **BusinessRules**, which implements **IBusinessRules**.

c) Created a static class: **CommonUtility.cs**, as the Email and Commission functionalities are common for more than one business rule and may need to be applied for other business rules.

In this approach, it would be easier to include more business rules without modifying the existing rules.

**Note:** Did not create any main class as I thought this class library (.dll) can be used in the main project and the switchCase logic can be implemented there.