

Program.cs Computer.cs ComputerUtility.cs

```
9 public class ComputerUtility : Computer // Do not change the class name
10 {
11     //Implement your code here
12     public bool ValidateSpecification(Computer obj)
13     {
14         if(obj.Processor=="i3" | obj.Processor=="i5"|obj.Processor=="i7"|obj.Proc
15         {
16             if(obj.RamSize<=32 && obj.HardDiskSize<=22 && obj.GraphicCard<=32 &&
17             {
18                 return true;
19             }
20             else
21             {
22                 return false;
23             }
24         }
25     } 595
26     else
27     {
28         return false;
29     }
30 }
31 }
32
33 public double ComputerPriceCalculation()
34 {
35     int pP=0;
36     switch(Processor)
37     {
38         case "i3":
39             pP=2500;
40             break;
41         case "i5":
42             pP=5000;
43             break;
44         case "i7":
45             pP=6500;
46             break;
47         case "i9":
48             pP=9500;
49             break;
50     }
51     PurchasedPrice=pP+(RamSize*600)+(HardDiskSize*2000)+(GraphicCard*3000)+(P
52     return PurchasedPrice; 595
```

Evaluation Result:

595