

File List Save All Compile & Run Evaluate Restore Description

Program.cs  Computer.cs  ComputerUtility.cs 

```
7 namespace PriceAndResaleValue // Do not change the namespace name
8 {
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        }
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     }
```

Evaluation Result: