学生类

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Course2

{

class Program

{

static void Main(string[] args)

{

Student s= new Student("1715","4","王冲","男",12);

Console.WriteLine(s.getSex());

}

}

public class Student

{

public Student(string sn,string cn,string name,string sex,double age)

{

this.SN = sn;

this.CN = cn;

this.Name = name;

this.Sex = sex;

this.Age = age;

}

public string SN;

public string getSN(){ return SN; }

public string CN;

public string getCN() { return CN; }

public string Name;

public string getName() { return Name; }

public string Sex;

public string getSex() { return Sex; }

public double Age;

public double getAge() { return Age; }

public void setAge(double v) { Age=v; }

}

}

银行ATM

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Course1

{

class Program

{

static void Main(string[] args)

{

Account a = new Account("147852",10000);

Console.WriteLine("请输入密码");

a.CheckAccount(Console.ReadLine());

TrustAccount b = new TrustAccount();

while(a.check)

{

Console.WriteLine("请输入服务数字:");

Console.WriteLine("数字 1 显示余额");

Console.WriteLine("数字 2 修改密码");

Console.WriteLine("数字 3 存取金额");

Console.WriteLine("数字 4 信誉额度");

Console.WriteLine("数字 5 退出ATM");

int severnumber=Convert.ToInt32(Console.ReadLine());

switch (severnumber)

{

case 1: a.ShowMoney(); break;

case 2: Console.WriteLine("请输入新密码");

a.SetAccount(Console.ReadLine());break;

case 3: Console.WriteLine("请输入存取金额，如-100或100");

a.SetMoney(Convert.ToInt32(Console.ReadLine()));break;

case 4: Console.WriteLine(b); break;

case 5: a.check = false; break;

default: Console.WriteLine("请输入正确的服务数字"); break;

}

}

}

class Account

{

public Account(string account,decimal money)//构造函数

{

this.Account1 = account;

this.Money1 = money;

}

public Account() { }

private string account;//密码

public string Account1

{

get { return account; }

set { account = value; }

}

private decimal Money;//卡内金额

public decimal Money1

{

get { return Money; }

set { Money = value; }

}

public bool check;

public void SetMoney(decimal money)//存取

{

if (money >= 0)

{

this.Money1 += money;

Console.WriteLine("现余额"+this.Money1);

}

else

{

if (this.Money1 >= -money)

{

this.Money1 += money;

Console.WriteLine("现余额"+this.Money1);

}

else {

Console.WriteLine("金额不足");

}

return;

}

}

public void CheckAccount(string account)//核对密码

{

if (this.Account1 == account)

{

Console.WriteLine("密码正确");

check = true;

}

else

{

Console.WriteLine("密码错误，请重新输入");

check = false;

}

}

public void SetAccount(string account)//修改密码

{

this.Account1 = account;

Console.WriteLine("密码修改已完成");

}

public void ShowMoney()//显示余额

{

Console.WriteLine("您的余额：{0}",this.Money1);

}

}

class TrustAccount : Account

{

public TrustAccount() { }

private int trust = 100;//信誉额度

public int Trust

{

get { return trust; }

set { trust = value; }

}

public override string ToString()//重写ToString()方法

{

string s;

s = "你的信誉度:" + trust;

return s;

}

}

}

}