### Program 1

#### Program.cs

Create Video/Comments Display()

Video.cs private string \_title private string \_author private int \_lengthSeconds

public Sring List<Comment> = new List<Comment>()
 public int NumOfComments();
 public void Display()

#### Comment.cs

private string \_nameOfPerson private string \_comment

public void NameOfPerson() public void Comment() public void Display()

### Program 2

Program.cs Create Customer, Address, getters and setters

Order.cs private double \_totalPrice private int \_shipping

Product.cs
private string \_productName
private int \_productId
private double \_price
private int \_quantity

public void ShippingLabel(string name, string address)

private void Subtotal() Setters for all attributes

Customer.cs private string \_customerName private \_address = Address()

console.writeline() private void USA()

### Address.cs

private bool \_inUSA private string \_city private string \_state private string \_address private string \_country

private void USA()
private void DisplayAddress()

### Program 3

Event.cs
private string \_eventTitle
private string \_description
private dateType \_date
 private string \_time
private string \_address
 private string \_type
Getters and Setters

public void StandardDetails()
 public void FullDetails()
public void ShortDescription()

### LectureEvent.cs

private int \_atCapacity private string \_lecName

public LectureEvent() setEventName setDescritption

# ReceptionEvent.cs private string rsvpEmail

public ReceptionEvent() setEventName setDescritption

#### OutdoorEvent.cs private string \_weather

public OutdoorEvent()
 setEventName
 setDescritption

### Address.cs

private string \_city private string \_state private string \_address private string \_country

private void DisplayAddress()

### Program.cs

create events etc

### Program 4

Activity.cs private datetime \_date private double \_length public double \_minute

public abstract Distance()
public abstract Speed()
public abstract Pace()

## RunningActivity.cs protected double \_disance

public override Distance()
public override Speed()
public override Pace()

## BikeActivity.cs protected double \_speed

public override Distance()
public override Speed()
public override Pace()

SwimmingActivity.cs protected int \_numOfLaps

public override Distance()
public override Speed()
public override Pace()

GetSummary.cs private list(Actvity) = new LIST<Actvity)()

public void Distance()
public void Speed()
public void Pace()

Program.cs Create activities etc here