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using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Bai8_Chuong2
{
    public class MayTinh
    {
        private string loaiMay;
        private string noiSX;
        private float tgBaoHanh;
        private static int soLuong;
        public MayTinh()
        {
            loaiMay = "";
            noiSX = "";
            tgBaoHanh = 0;
        }
        ~MayTinh() { }
        public string getLoaiMay()
        {
            return loaiMay;
        }
        public void setLoaiMay(string loaiMay)
        {
            this.loaiMay = loaiMay;
        }
        public string getNoiSX()
        {
            return noiSX;
        }
        public void setNoiSX(string noiSX)
        {
            this.noiSX = noiSX;
        }
        public float getTGBaoHanh()
        {
            return tgBaoHanh;
        }
        public void setTGBaoHanh(float tgBaoHanh)
        {
            this.tgBaoHanh = tgBaoHanh;
        }
        public static int getSoLuong()
        {
            return soLuong;
        }
        public static int setSoLuong(int value)
        {
            soLuong = value;
            return soLuong;
        }
        public MayTinh(string loaiMay, string noiSX, float tgBaoHanh)
        {
            this.loaiMay = loaiMay;
            this.noiSX = noiSX;
            this.tgBaoHanh = tgBaoHanh;
        }
    }
}

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    }
    public void Nhap()
    {
        Console.Write("Loai may :");
        loaiMay = Console.ReadLine();
        Console.Write("Noi sx :");
        noiSX = Console.ReadLine();
        Console.Write("Thoi gian bao hanh :");
        tgBaoHanh = float.Parse(Console.ReadLine());
    }
    public void Xuat()
    {
        Console.WriteLine("Loai may :"+this.getLoaiMay());
        Console.WriteLine("Noi sx :"+this.getNoiSX());
        Console.WriteLine("Thoi gian bao hanh :"+this.getTGBaoHanh());
    }
    public int ThongKe()
    {
        if (tgBaoHanh == 1)
            return 1;
        return 0;
    }
    public int KiemTra()
    {
        if(noiSX=="My" || noiSX=="my" || noiSX=="MY")
        {
            return 1;
        }
        return 0;
    }
}
}
}

```

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using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Bai8_Chuong2
{
    class Program
    {
        static void Main(string[] args)
        {
            int n;
            Console.Write("Cho biet so luong may :");
            n = int.Parse(Console.ReadLine());
            MayTinh[] mt = new MayTinh[n];
            Console.Write("\nNhap du lieu cho may tinh :");
            for(int i=0;i<n;i++)
            {
                mt[i] = new MayTinh();
                Console.WriteLine("May tinh thu :"+(i+1));
                mt[i].Nhap();
            }
        }
    }
}

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    }
    Console.WriteLine("----Danh sach may tinh-----");
    for (int i = 0; i < n; i++)
        mt[i].Xuat();
    Console.WriteLine("-----Thong ke may tinh-----");
    int dem = 0;
    for (int i = 0; i < n; i++)
    {
        if (mt[i].ThongKe() == 1)
            dem++;
    }
    Console.WriteLine("So luong may tinh bao hanh 1 nam :"+dem+ " may");
    Console.WriteLine("---Danh sach may tinh sx o My");
    for (int i = 0; i < n; i++)
        if (mt[i].KiemTra() == 1)
            mt[i].Xuat();
    Console.WriteLine("---Doi tuong may tinh---");
    int demSL = 0;
    for (int i = 0; i < n; i++)
        demSL++;
    Console.WriteLine("So luong doi duong :"+demSL);
    Console.ReadKey();
}
}
}

```